

Real scale solar system ksp





Overview

Does KSp have a real Solar System?

Changes KSP's solar system to make it like the real one. - Releases · NathanKell/RealSolarSystem.

What is a small scale solar system?

Small Scale Solarsystem (1/10th, i.e. Kerbin-scale, real solar system) KScale2 (2x Kerbin) Kerbin 365 (3.2x planets, 6.4x orbital distances) 64K (6.4x Kerbin) 10x Kerbol system README: This mod will convert the Kerbol System into the (Real) Solar System.

What is real Solar System?

(Almost) Real Solar System is kerbalized version of Real Solar System. It keeps the stock planets but changes them to be more realistic. The orbits and sizes of planets have been changed to be in the same ratios as our solar system. Some planets have been moved around to fill in some gaps, and names of some planets have been changed as well.

Is RSS a good mod for KSP?

RSS was literally just released for KSP 1.3.1. Be patient! On 4/3/2018 at 9:23 AM, Ninadragonborn said: this is good is there support for v1.4 i can't play KSP without RSS it feel unrealistic without this mod you know it's stuff like this that makes me NOT want to update the stuff ever.

What is real Solar System reborn?

Real Solar System: Reborn is a mod currently developed by ballisticfox, with frequent contributions from Charon_S, VaNnadin and Techo. RSS: Reborn intends to represent the bleeding edge of Kerbal Space Program, with never before seen terrain detail and support for blackrack's latest Volumetric Cloud developments and Parallax scatters.



How do I reinstall KSP RP-1?

The best option would be to create a completely fresh install of KSP, and then use CKAN to select the RP-1 Express Install. Alternately (but more complicated), would be to use CKAN to uninstall the RP-1 Express Install and then reinstall through CKAN. Make sure to select RP-1 rather than RP-1 (Legacy) when prompted.



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Stock KSP to Real solar system / Realism overhaul

Introduction Hello all! This is going to be a super long post. There's a TL;DR, but if you're truly interested in RSS the full guide should hopefully be useful. Some of you may be aware of the mod Real solar system, which changes the Kerbin system to our own, and its companion mod Realism overhaul which makes the game more realistic in a variety of ways.

[WIP] Real Scale Boosters

NOTE: Discussion has moved [HERE](#). Real Scale Boosters Note: This pack is intended for use with "Real Solar System", or otherwise a more realistic scale version of Kerbin. The parts included will likely be severe overkill in a more normal KSP installation. Introduction: This is really early in deve



[Real Solar System Expansion \(RSSExpansion\)](#)

Real Solar System Expansion (RSSExpansion) is an add-on for Real Solar System, adding multiple new planetary bodies to the Real Solar System (RSS) modification. New bodies include: Various asteroids and comets (67P, Bennu, Chariklo, ...

KerbalX

Real Scale Sea Dragon Real Solar System
Textures - 16384 x 8192 Ship Manifest Signal
Delay Solver Engines plugin SpaceTux Library
SpacetuxSA SpaceY Heavy Lifters Stock Size Real



Solar System - Rescale Stockalike Station Parts Expansion - Nuclear



Real Scale Boosters

Ship Systems Structural and Aerodynamic
Gameplay Main File 1.4.4
RealScaleBoosters-0.16.zip Latest release Mar 12, 2018 Members Orvidius Owner zer0Kerbal
Author Report Description Comments (17) Files Images Relations Source Issues Wiki

Real Solar System for KSP 2 : r/RealSolarSystem

Seconded, I think Real Solar System + Real Exoplanets already does this, and I don't see any reason why they couldn't be implemented in KSP 2. I wouldn't imagine that the developers would do it though, since the Kerbol system is very much the game's



[\[KSP\]Real Solar System\(?????\)???????????](#)

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KSP?? 1.12.3 [KSP]Real Solar
System(?????)?????????? KSP?? 1.12.3
2022?06?21? 09:45 --?? · --?? · --??



Real Solar System for 2.5 Kerbal scale? : r/KerbalSpaceProgram

Install Kopernicus, EVE, Scatterer, and Sigma Dimensions if you want to rescale the system. Then drag the KSRSS directory from that zip file you downloaded into your gamedata directory. Before you start your game, go to your KSP directory and delete



GitHub

6 ???· Kerbin Size Real Solar System. Contribute to KerbalFrench/KSRSS development by creating an account on GitHub. Configs for FAR, KEX-Footprints, Sigma Binary, Distant Object Enhancement, CRP, PlanetShine and KSC-Switcher are included in KSRSS. KK

What size/scale ratio is KSP vs real life? : r/KerbalSpaceProgram

The solar system and parts use different scales. Planets are roughly 1/10 size and Stock parts are roughly 5/8 scale. The parts rescale is only an average though and isn't linear. Smaller parts scale slightly bigger than 5/8 and larger parts scale slightly smaller.



[Releases · KSP-RO/RealSolarSystem](#)

What's Changed. Add more asteroid and comet orbital classes by @WarpPrime in #248. Update to Earth's description by @Clayell in #293. Greatly increase asteroid load and unpack distances by @siimav in #292.



[Solar System Scale Mod : r/KerbalSpaceProgram](#)

Sigma Dimensions is just a framework that allows rescaling - you'll need some configs. Look for the mod "Rescale!". Rescale includes configs for 2.5, 3.2, 6.4, 10x and 10.625x. At 10.625x, the Kerbol system is the same size as our real solar system.



Kerbal sized Real solar system : r/KerbalAcademy

Is there a mod replacing the Kerbal planets with the real ones, but scaled down to kerbal size? r/KerbalSpaceProgram o I'm relatively new to KSP Ive had the game for a few years now and finally got back into it. Well I stranded Valentina on ...

[Kerbol Solar System in real scale!](#)

Pack includes celestial bodies from Moho to Eeloo from KSP! Realistic planetary system, and Kerbol system. And real landscape, 17 celestial bodies and Blazer has Eternia: A game of 7 stars, Gurren Lagann has ACSS (Actually Complete Solar System), BANDWITH is currently deep into a 200 Stars pack, and the pack most of us use is GuHP20's ...



How to get started with RealSolarSystem : r/RealSolarSystem

Hey, I want to try RSS and I don't know how to start. Any help is appreciated. I want to know what stuff I need to download and what version of KSP I should have. And suggestions for mods that are supported by RSS. And also tips on how to get started and what all





KSP

r/RealSolarSystem: The official subreddit for the Real Solar System, Realism Overhaul and RP-0 mods for Kerbal Space Program. I've been attempting to send a few satellites and even a lander to the moon, and I'm noticing to ...



MOD????/Real Solar System

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[1.2.2] Real Solar System Visual Enhancements v1.2.2-RC4 ...

Optional (but recommended) mods for RSSVE include: Distant Object Enhancement PlanetShine TextureReplacer 2. Download the latest stable version of Real Solar System Visual Enhancements for your respective KSP version (as described in the above table) and uncompress the zip file.



Real Solar System REMASTERED

This mod adds the real solar system to its kerbal space program, where its orbits, sizes, actual textures, real antenna sites and most real launch sites are added. Download the Real Solar System (REMASTERED)





Real Solar System REMASTERED

Real Scale Boosters Kerbal Joint Reinforcement
RSSDateTime RemoteTech KSCSwitcher
DistantObject [1.4.2] V1.0 Real Solar System "3-
Download textures for Real Solar System from
the original author 4- Drop "RealSolarSystem" in
your folder 5- Enjoy!



Kerbal Solar System in Real Scale! 1.5

This planets pack includes all planets from Kerbal
Space Program with exclusive textures and
terrain. And this mod have fully scaled
atmospheres, distance, planet radius and more
Jool moons Kerbol star system Just because bug
with circle orbits not fixed that will be fixed with
the upcoming

Kerbin Size Real Solar System

First trailer of KSRSS, a mod that allows you to
explore the solar system on a stock scale, with a
complete graphic pack!Download the alpha-
release: KSRSS: h First trailer of KSRSS, a mod
that




-  Extreme Light Weight
-  Extended Cycle life
-  Low Self Discharge
-  Superior Cranking Power
-  Completely Sealed
-  Environmental

Real Solar System (RSS) ??????????

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System????????????????! ???,??CKAN,?????Real
Solar System ?????? ...



Real Solar System mod

Real Solar System makes the planets' orbits and physical parameters configurable, Planet Factory adds extra planets, Clouds and City Lights adds cloud layers to atmospheric planets (which can be 100% opaque so you don't see the "real" planet underneath)



[0.90] RSS Stock Parts

It was specifically designed as a simpler alternative to Real Fuel for people who want to be able to play on real scale KSP, but don't want to deal with new fuel systems etc. Real Fuel already makes similar tweaks, plus a whole lot more, so if you are using Real Fuel

KSP

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Trying Real Solar System for the first time in KSP

Trying Real Solar System for the first time in KSP Today in Kerbal Space Program, I tried playing with the Real Solar System and Realism Overhaul for the first time Trying Real Solar System for the



Real Scale Boosters

About: This pack is intended for use with "Real Solar System", or otherwise a more realistic scale version of Kerbin. The parts included will likely be severe overkill in a more normal KSP installation. This pack provides a variety of "Kerbalized" versions of real world



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