ColdWarAerospace

Depedencies:

❖ Required:

- BDAnimationModules
  https://github.com/raidernick/BDAnimationModules/releases

- Firespitter (only plugin and sounds are necessary, you can delete rest from Firespitter folder) https://github.com/snjo/Firespitter/releases

- ModuleManager
  https://github.com/sarbian/ModuleManager/releases

BDAnimationModules and *Firespitter* are used by many parts with cool animations, *ModuleManager* is necessary for all things to work.

❖ Recommended:

- TweakScale (this old version should work without issues) https://github.com/net-lisias-ksp/TweakScale/releases/tag/RELEASE%2F2.4.2.0

- B9 Aerospace ProceduralWings https://github.com/Rafterman82/B9-PWings-Fork/releases

Many parts are created with *TweakScale* in mind. It's not cheating, some parts are even underpowered when upscaled. Get *B9 Aerospace ProceduralWings* for cool wings.

How to find ColdWarAerospace parts in hangar?

Just write "cwa" or "coldwar" in search box above parts menu!

Also you can search by:

Origin:

West

East

Resistance

Cold war era (late 1940s -1960; 1960s -1980; 1980s - mid 1990s):

Early

Mid

Late

If you want to search for parts from West, late cold war just write in search box: "west late"

*For awesome building turn on "advanced tweakables" in KSP options.

Licensing:

ColdWarAerospace contains models, textures, code which are released under separate licenses:

- *UAZ-452* model and textures: by Sergey Egelsky (https://sketchfab.com/3d-models/uaz-452-4f45aa2e9180437b9687b3d567069ca9), released under Attribution 4.0 International (CC BY 4.0), https://creativecommons.org/licenses/by/4.0/

- *UAZ 001 YA3* model and textures: by hawol (https://sketchfab.com/3d-models/uaz-001-09016f12adde42e996c29209635e2b92), released under Attribution 4.0 International (CC BY 4.0), https://creativecommons.org/licenses/by/4.0/

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CWA Author: L0ck0n