



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**
- **B9 Aerospace ProceduralWings**
<https://github.com/Rafterman82/B9-PWings-Fork/releases>
- **Custom Bulkhead Profiles**
<https://forum.kerbalspaceprogram.com/index.php?/topic/181645-18-112-custom-bulkhead-profiles-020/>

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 type "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"

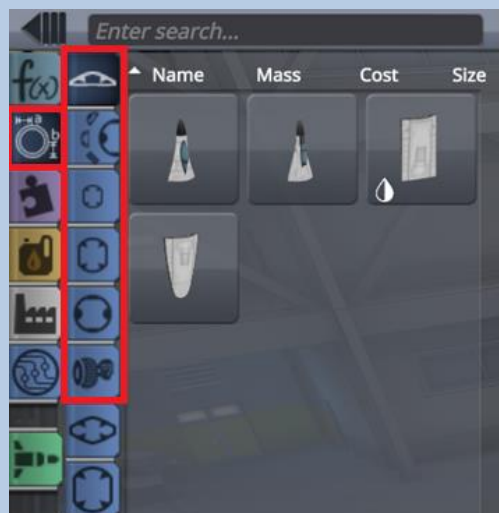
*For awesome building turn on "advanced tweakables" in KSP options.

New in version 0.4:

Custom Bulkhead Profiles

*Required:

<https://forum.kerbalspaceprogram.com/index.php?/topic/181645-18-112-custom-bulkhead-profiles-020/>



Licensing:

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- *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/>
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