

Yes, stock parts don't work in Real Solar System (if you want a comparison, RSS Earth is the size of stock Jool). You will need the companion Realism Overhaul mod. The career mode for Realism Overhaul-RSS is RP-1, a separate mod as well. You can get the whole package using CKAN from here:



Some of you may be aware of the mod Real solar system, At this time of writing, it's for KSP 1.6.1. If you're wondering what RP1 is, it's a career overhaul (pretty much mandatory if you want to play career in RSS) that starts you off in "51 with early sounding rocket technology. I highly recommend it, as it helps reduce the overwhelming



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.



mods used: Real Solar System. Planet Factory (for the extra planets to configure, and rings for Saturn) . Clouds and City Lights (for textures for the planets with atmospheres) . Universe Replacer (for the planet surface textures and skybox) . Some textures from this Celestia site.. Using the Real Solar System mod, you can configure the planets however you want.



Cloud and city detail textures by Real Visual Enhancements (RVE); Earth cloud and city lights textures by NASA Visible Earth; Jupiter texture (used for exporting some basic cloud textures) by Vleider (redistributed by The Celestia Motherlode); Saturn texture (used for exporting some basic cloud textures) by Runar Thorvaldsen, Dr. Fridger Schrempp and Grant Hutchinson ???



Originally released on github back in November/December 2021, I finally came around to making a KSP forum post for it! PRVE is a visual enhancement mod for Real Solar System. Components of the mod are derived from RVE64k, EVO, RSSVE, KSRSS, GGE, and much more. COMPONENTS: 32k Cloud texture with e



Real Exoplanets is compatible with both Real Solar System and the stock, default solar system. There are many other "simplified" mods, so don't be silly, please. My KSP Real Solar System + Interstellar and 30 other mods (for freezing, bases, etc.) are waiting for your wonderful mod! Conquer the stars for real!



Hello, this mod appears not to contain a license (necessary for all mods!) and is also an unnecessary copy of the community-maintained RSS mod, as far as I can tell. Instead of repacking/remastering the RSS mod, I suggest you head on over to the RSS thread you linked in your original post and help the folks over there update it to 1.4.2.. Please to report this post or ???



There's also the older "Stock Size Real Solar System", but development on that stopped with KSP 1.3.1. Reply More posts you may like. r/starcitizen 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 duna, and I tried to create a Apollo style rescue rocket



Quarter Size Real Solar System (2.5x Kerbin scale)
Quarter Size RSS is a mod that uses the great work from @NathanKell and creates our Real Solar System in a smaller scale in KSP. At 1/4 the size of the Real Solar System, it is still 2.5 times larger than stock KSP and provides a huge challenge to players, but can be achieved with stock parts. It has been figured ???



Hello there. I've seen a lot of threads asking how to and is RSS/RO supported on KSP 1.10. Well, after 36 hours of me banging my head on the wall, here's the "kylelender's guide to installing RSS/RO on KSP 1.10" Step 1: Download Jesus Rodriguez Valencia's RSS visual pack (found here), and copy the contents into your GameData folder. Step 2: Launch the game, and ???



The official subreddit for the Real Solar System, Realism Overhaul and RP-0 mods for Kerbal Space Program. So I'm starting a new game with KSP, and I'm trying to decide if I want to tackle Principia in the stock-ish KSP system, Make the jump to RSS/RO without principia, or go whole hog and do RSS/RO/RP-1 & Principia!



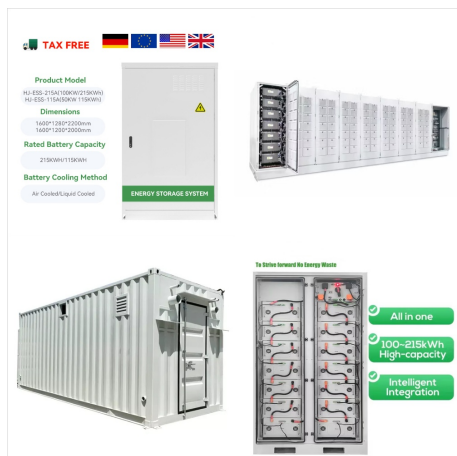
Real Solar System Kopernicus SigmaBinary. This is me taking over @pozine mod, seeing as he has been offline since February. Most credit goes to him. Re released for ksp 1.1.2 0.13.1 Fixed Dactyl Added Index numbers (internal) ???



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Hi there, and welcome to the Real Enhancements development thread. This mod aims to continue and expand pozine and imkSushi's Real Solar System Expanded mod. I plan to incorporate and restore the majority of objects in the mod My aim is to create a modular experience, so people can download packages based on their interests and their ability.



Solar System (REMASTERED)-----The Original Mod Made By NathanKell. Link To Orginal Mod "Real Solar System" License: CC-BY-NC-SA-----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)



This is the Alternis Solar System, the Mod without an Acronym! Alternis Kerbol was a mod that took the stock Kerbol system and rearranged it. I picked it up, updated it for recent versions of the game, and then wondered what would happen if Alternis were to smite the heck out of our solar system. You know, the one with Earth and Mars and stuff



Real Solar System Expanded CKAN This is a continuation of pozine's mod that greatly expands RSS, and adds asteroids in the asteroid belt and other stuff. ThomasP for Kopernicus; Sigma88 for SigmaBinary; the ksp devs for KSP; ???



As RSS, KSRSS is a mod intended to transform the stock solar system into the real solar system, but at stock size, with the objective to let you explore the solar system without many mods necessary in a RSS save. Also, we worked hard to make every body of the system pretty and unique. For example, with KSRSS, you can find dust storms on Mars, geysers on ???



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[KSP]Real Solar System(? 1/4 ? KSP 1.12.3
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Kopernicus is a mod for Kerbal Space Program which allows users to replace the planetary system used by the game. - Releases ?
Kopernicus/Kopernicus. Blacklisted some WBI solar modules that we aren't ready for yet config side. They'll still work, but may act oddly around a secondary Star. See Known Bugs & Caveats for known bugs. Assets 3.