How to install	Friend or Foe?		Ship Types		Al cores			
Merge the KerbalSpaceProgram root folder inside KCS with your ksp install, after	Ships and Missiles will automatically		Scripts will only run if they are running on the appropriate		All Command pods come with Kos			
installing KoS delete the parts folder inside KoS	determine whether a ship is a friend		vessel type. Configure vessel naming to facilitate this by placing ship command points highest.		acilitate this by	built in. In order to have the Al function the ship must have the correct boot file set.		
KCS can be downloaded here	or an enemy based on the first 5 characters of their name.		Ships	"Ship"				
https://www.dropbox.com/sh/zc1o9in1cags5ro/AAAfYkuLbgmpzKQ8QIX_8Pt9a?dl=	[STV] [STV] = Friend		Escape Pods	"Lander"		If there are multiple Al cores on a ship they will automatically pick one to be primary, all others will wait until the primary isn't		
KOS can be downloaded here	[STV] [URA] = Foe		Interceptors	"Relay"				
https://ksp-kos.github.io/KOS/downloads_links.html	The Al will only target foe craft		Missiles	"Probe"		attached and will choose a new primary.		
Weapons Construction				Fags and purpo	SA			
Weapons in KCS are constructed in the same way as usual.	"Missile"							
Defence	"Rocket"							
Ships have 3 methods of self defence, they can manuever, passively deploy decoy	"Round"		Designates	a decoupler to be fired with the Al core firing scripts.				
cores, or fire an intercept missile.	"Bomb"							
Withdrawl		Designates a decoupler to fire when called by the AI core passive decoy function						
	"Decoy"	, , ,						
Once a ship is out of ammo it will either attempt to hold its ground without its crew or retreat from the battle.	"Intercept"  "Cannon"	Designates a decoupler to fire when an enemy missile is inbound  Designates an engine to activate during firing						
When retreating it will dispatch any leftover decoys to aid allies.				r interceptor bound decoupler to fire during terminal guidance				
When not retreating the ship will decouple all escape pods		"Escape" Designates a missile of interceptor bound decoupler to me  "Escape"						
Tweakables								
Tweakables are used to modify the performance variables within the various	1		nip	Missile	Rocket	Cannon	Bomb	
scripts. They are tied to specific parts already within the game. If no parts are present on a ship then it will continue with default values.	Move Speed		en stationkeeping	Wilsone	N/a	Carmon	Drop Velocity	
	Range		nge to get target or	boscon		nuever to firing pos		
Interval is measured in seconds on all functions	Withdrawl	Retreat when out of ammo y/n		beacon	N/a		- состарно папада	
Withdrawl will count anything above 0 as 1(true)	Max Firing	N/a		Max D			Max Manu Range	
If you set missiles target range lower than firing range then they will not find a target immediately. They will however act like mines.	Min Firing	N/a			Decouple range f	-	Min Manu Range	
	Firing Cluster	Rate of decoy seperation		Amount decoupled per volley			J	
Tweakables are set at launch so disconnection of parts will not effect performance if done after startup.	Firing Interval	Amount of decoys at a time		Space of time between volleys				
	Cluster Interval	N/a		Time	e between shots in a volley N/a		N/a	
The Chart to the right shows what resource controls what variable within the Al	Part	https://wiki.kerbalspaceprogram.com					https://wiki.kerbals	
StationKeeping	Beacon	Target	Station	Base	Outcome			
A Central Station or base is required for the Ship Al to work effectively in groups.  This is to prevent the various craft in a battle from drifting away from each other.  The station has it's own script for controlling its type.		<b>✓</b>	<b>✓</b>	П	Combat Goes Ahead			
					Al switches to passive loop			
. 3 ,.					Al switches to passive loop until a target enters			
The AI will cancel out all relative velocity and move in towards the beacon at the decided move speed when beyond the assigned station range			<u> </u>		Al switches to pas	ssive loop until a targ	jet enters	
	<b>Y</b>			~	Al switches to passive loop until beacon is a station			
All Targets must be Ships		<b>✓</b>			Combat Goes Ahead			
The chart to the right displays the absence of certain properties and what happens under each scenario.					Al does not engage			
		$\checkmark$	П	П	Al cannot initialise until beacon is a base or station		se or station	
	Misc Tips							
The AI will trigger all actions associated with action group 10 on initial startup but for each core, so place any actions like retracting solar panels or opening weapons bays to this group								
Missiles decoupled outside targetting range will wait until a viable target comes within range								
Tying Missile decouplers to ag10 will form an alpha strike attack								
Placing weapons on two dead rotors with a sas module will act as a basic turret								
Bombers with 0 drop range will ram ships								
Disabling AI on fighters and tying activation to ag10 allows carrier fighters with varied performance setups								