

CodePlex Archive will be shut down after July 1st, 2021.

CodePlex was Microsoft's free, open source project hosting site, which ran from 2006 through 2017. The site has been in archive mode for 3 years. We now encourage customers to use [Github](#) for their open source project hosting needs.

CodePlex will continue as an archive until next July (2021), at which point it will be shut down. Until then, you can browse published projects, documentation, issues, and discussions which were posted before the site went into archive mode three years ago.

For questions or comments please contact [CodePlex Archive support](#).

kerbaledit

KerbalEdit - Take control of your KSP data!

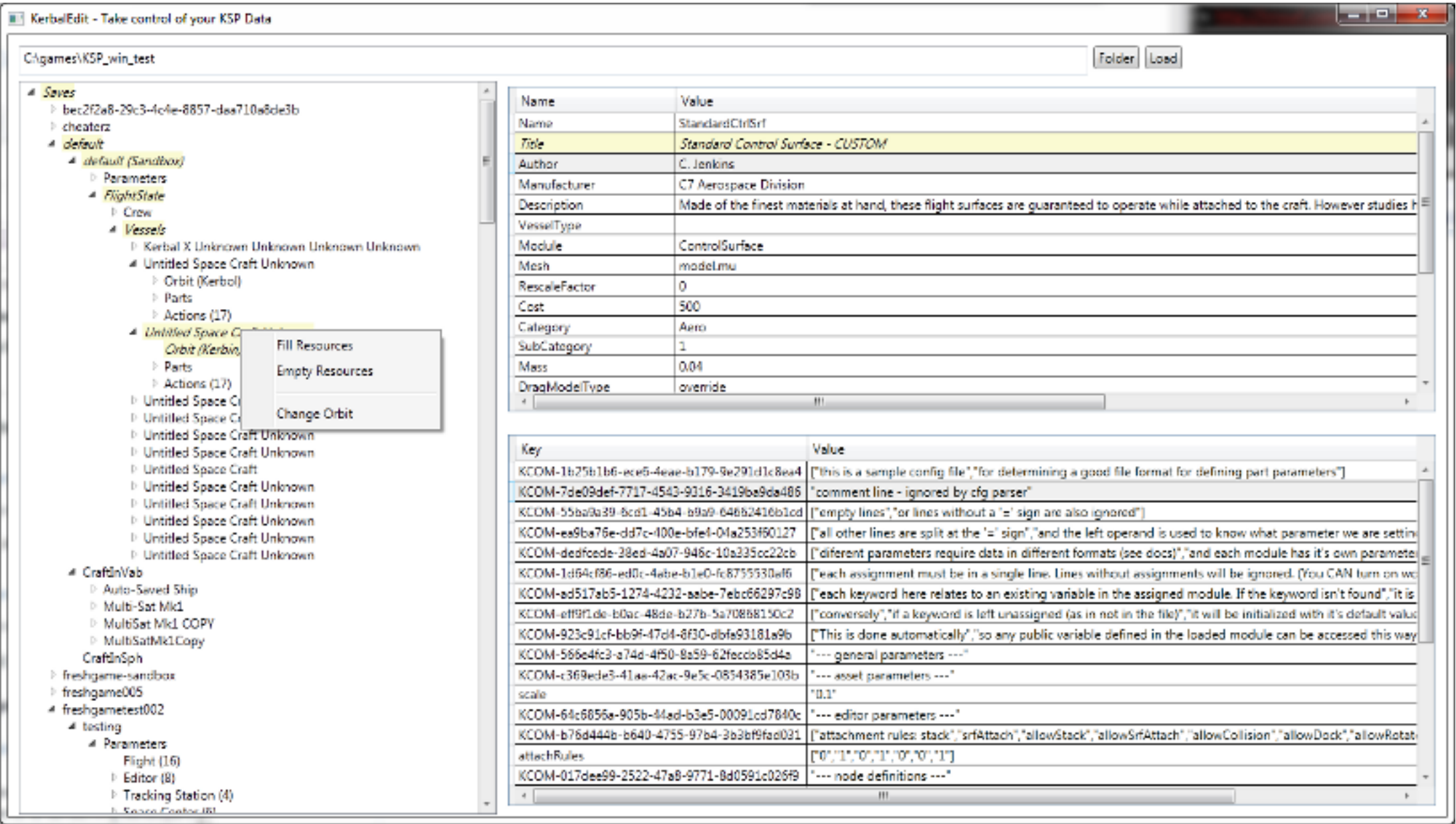
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Reference application powered by KerbalData. It is built as both an example for developers of KerbalData and as a complete KSP data manager app for end users.

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What is Kerbal Edit?

KerbalEdit is a Reference application based upon the KerbalData (<https://kerbaldata.codeplex.com>). It is a fully usable end user application with source to give other developers a guide in thier own KerbalData Applications.



KerbalEdit allows you to:

- Load/Edit/Save KSP Save, Craft (both global and under a specific save), Part and game settings.
- Scan a KSP install for all available data files
- Import/Export Files to your game quickly
- Automatically backs up changed files, keeps a copy of original data to restore live object.
- Save Development Time : Time Savings
- Do simple popular actions
 - Clear all debris and unknown items from a save
 - Put any craft currently in game (on the pad or in orbit) in orbit around any body
 - Refuel any or all craft in your save with a single command (fills any resource to max)
 - more to come (looking for suggestions)...

Want to make your own app using KSP data? [KerbalData makes it easy!](#)