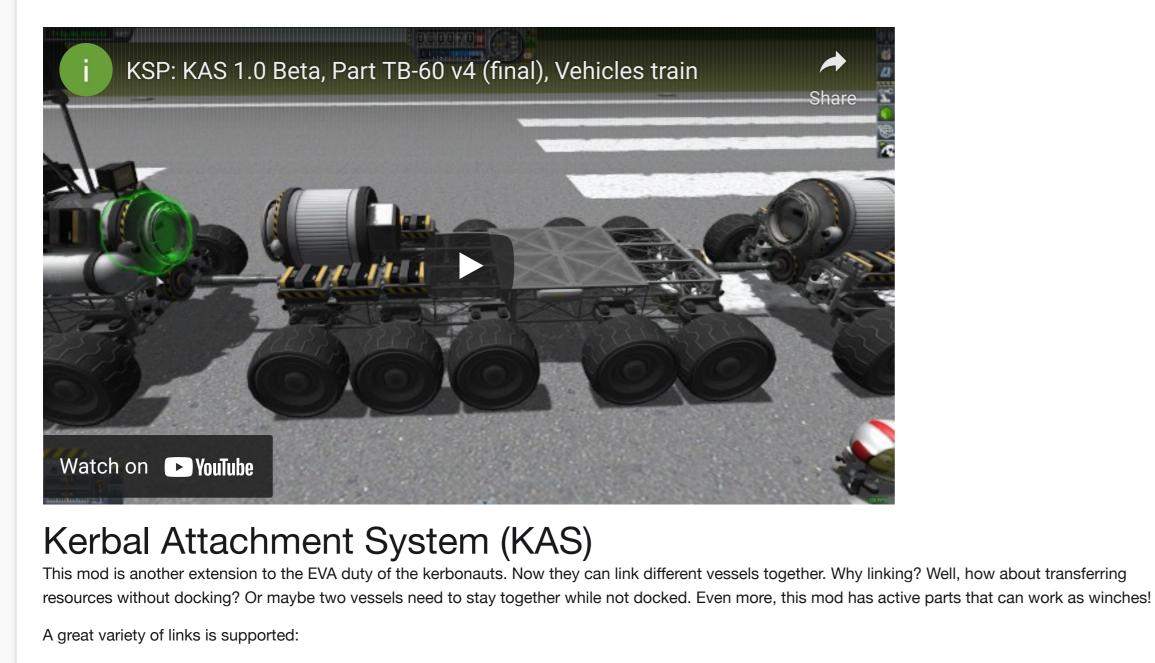
Description Files Images Issues



Wiki Source

• Rigid. It's basically a simple strut, but kerbals can set it up or remove being EVA. Bring some of these things on your Mun base and reinforce the structure!

• Rigid unlocked. It's still the same strut, but the joints are unlocked. It allows the vessels to move, while not getting too close or too far to/from each other. • Active rigid. Do you need to tow a vessel? If yes, then you need a tow bar. Only in KAS you can find advanced models of tow bars that can assist steering. Greater towing speed means more fun! • Flexible. It's an elastic cable that can stretch at some extent while still forcing the vessel to stay together.

• Active flexible. It's still a cable, but now its distance can be changed either via an EVA kerbal, or via a remote control GUI. Basically, it's an electric winch. • Resource transfer. Zero structure force in exchange to an ability to have some free length. Link the vessels up to the maximum distance and move the resources via a convenient GUI (a way more convenient than the stock one!). Almost any type allows remotely docking the vessels. Once docked, the vessels become a single base where the stock game functionality can work.

Demo media VIDEO: Active tow bar usage (TB-60 part).

 VIDEO: Winch demonstration (W-1 part). • VIDEO: Refueling a vessel (RTS-1 part). VIDEO: Big movie of making Minmus station using the older version of KAS.

• IMAGES: KAS showroom.

\* The videos above were created using the pre-release versions of KAS. Real appearance can differ.

Languages supported Русский

Italiano

简体中文

Other useful mods for EVA

Português Français

Español

Support You can support this and the other of my mods on **Patreon**. This is where I post my ideas, prototypes and the features development progress.

• Kerbal Inventory System (KIS). Now you can build and upgrade vessels in EVA! • Easy Vessel Switch (EVS). No more guessing how to switch to "that vessel" - simply point and click! • Surface Mounted Lights. Too dark for EVA on the other side of the moon? Problem solved with these ambient lights!

How to install

• Recommended: Install and run CKAN. Search for "Kerbal Attachment System" or just "KAS", then install the mod.

If you want doing EVA comfortably, you really should consider adding these mods as well:

• Occasionally run CKAN client to update KAS (and other mods) to the latest version. • If you follow this path, then all the KAS dependencies will be updated automatically. It may save you a lot of time during the update. Manual: Download the ZIP archive:

• From **CurseForge**. From <u>Spacedock</u>.

• From **GitHub**. • If you have an older version of the mod in your game, you must delete all the old files first! Do not just copy over, this will likely result in compatibility issues.

• Unzip the release archive into the game's GameData folder. • Note, that names of the folders **must** be exactly like in the archive or the mod **won't work**. • The release archive contains the minimum versions of the required dependencies: ModuleManager and CommunityCatgeoryKit . If your game has better versions, do not overwrite!

Forum

When posting, please be sure that the content of your post does not violate our **Terms of Service** 

• Verify the installation: the mod's LICENSE.md file must be located at <game root>/GameData/KAS/LICENSE.md .

Comments H1 H2 H3 H4 H5 H6

Ask questions and propose suggestions on the forum.

there is no wrench or drill

1 2 3 4 ... 14

watchmelosemimstar1 -

sky2playz -

watchmelosemimstar1 -

mod doesnt work for 1.12 dont download it

i cant get the pipes to connect ive right clicked the joint sockets but i dont get anything other than focus camera. Ive tried using them when placed in the SPH and when placed on the runway, with full and empty tanks and i cant get it to work.

sky2playz -

nevermind i think i figured it out

sky2playz ▼

Languages supported

Русский

Português

Français

In reply to **sky2playz**:

Italiano Español 简体中文 ø

English isn't supported. Lmao

ihsoft 🔻 Could you please show an example? The best way to do it is to file a bug on the Github. Alternatively, you can post it on the forum.

In reply to ihsoft: it was a joke as you didn't mention English as a supported language. Lmao.

carrot\_\_777 ▼

Thank You:]

sky2playz 🔻

Andy\_\_\_Matter ▼

Does this mod have any mods that it depends on like Kerbal Inventory System?

When I right click on JS-1 joint socket, nothing appears to allow me to connect it to another one. Please help.

If i downloaded this one after KIS, KIS got deleted. I think my whole gamedata map got deleted actually.

Can't reconfirm because i downloaded KAS from curseforge now.

Anyone else having trouble locating the harpoon and magent attachment?

https://github.com/ihsoft/KAS/wiki/Legacy-parts-destiny

Hey, I've been having an odd problem with the latest version, V1.5.

I'm trying to place Ground Bases on the surface of minimus. When I click the pylon disappears from my inventory, but the ghost remains moving with my

WigsterNM -

brandork23 ▼

Forge\_User\_97878354 -Couldn't download this mod together with KIS.

ihsoft ▼

It should be fixed in 1.26.

Forge\_User\_92020448 -

ihsoft -

beckamabobby -

Can I un-attach my attachments?

Keithustus ▼

dutch\_engineer ▼

well as the EVA assembly from KAS) works fine.

Last edited by dutch\_engineer: Jan 21, 2020

I set up a base on Minmus, and wanted to string together a series of outdoor lights (don't judge me) using the JS1 fuel port thingies, but I can't seem to get them to work. Whenever I right-click on them, no menu opens - almost as if it is a structural piece like an I-beam. There's just nothing there. I'm playing in sandbox mode, have tried using tools and using kerbals with different jobs. Here's a photo of what my Gamedata folder (a.k.a. a mess) looks like: https://www.dropbox.com/s/uds6g2jh76520ff/Schermopname (39).png?dl=0

?

updated).

pantherboss1668 i cant get 1.7.3 to work with kas I have looked everywhere and cant find anything

ihsoft ▼

1 2 3 4 ... 14

Which version of KAS do you install? The last version that works with KSP 1.7.3 is KAS v1.4.

**Gamers** Discover Mods Discover Apps Gameplay First **Download Overwolf** 

About us Our story Careers

Company

Report Reply

Advertisers Influencers Game Developers

Report 223900 Aug 31, 2014 Oct 21, 2021 2,186,259 **Public Domain** Donate

**Total Downloads** License Follow **Categories Members** 

**About Project** 

Project ID

Created Updated

KAS v1.10 Oct 21, 2021

**Recent Files** 

Post Reply #302 Posted <u>Sep 19, 2021</u> Report Reply Quote Multi-quote

> Multi-quote Reply Quote Posted Jun 23, 2021 #300

> > Quote

Posted <u>Jun 19, 2021</u>

Multi-quote

Multi-quote

#297

Posted <u>Sep 19, 2021</u>

Posted <u>Jun 23, 2021</u>

Report Reply

Report

Report

Reply

Quote Multi-quote

#301

#299

Posted <u>Jun 21, 2021</u>

Quote Multi-quote

Multi-quote

Multi-quote

#295

#293

#291

Multi-quote

Posted <u>Jun 23, 2021</u> #298

Quote

Quote

Posted Mar 10, 2021

Report Reply

Reply

Reply

Report

Report

Report

Report

Report

Report

Report

Report

Reply

Reply

Reply

Reply

Report

Reply

Reply

Reply

Posted <u>Aug 17, 2020</u> Report Reply Quote Multi-quote

Posted <u>Aug 1, 2020</u>

Posted <u>Jul 21, 2020</u>

Posted <u>Jul 23, 2020</u>

Posted <u>Jul 11, 2020</u>

Multi-quote

Multi-quote

Multi-quote

Multi-quote

#288

#290

Quote

mouse on the surface, and then when I "cancel" the ghost disappears, no pylon is placed, and I'm left without it in my inventory. Report Reply Quote Multi-quote

Quote

Posted <u>Jun 12, 2020</u> #289 Reply Quote Multi-quote Report

Posted <u>Jun 3, 2020</u>

Posted <u>Jun 4, 2020</u>

Quote

Quote

Posted Mar 2, 2020 #286 Any chance this will be updated soon to work on KSP v1.9.1? I only learned that my Terrier engine doesn't recharge my battery while coming back from the Mun with six passengers, so my ship without solar panels is stuck until I can attach some cables or carry over and install one (KIS mod is also not yet

Quote Multi-quote

Posted <u>Jan 21, 2020</u>

Quote

Note that I am playing on version 1.8.1.2694 rather than 1.8, and it may be the patch that is making the mod not function. Thing is, everything from KIS (as EDIT: I just realised there is a resource transfer station I had not noticed. I'm guessing it is now where you get your pipe links from.

Quote

Posted <u>Dec 1, 2019</u>

Multi-quote

#283

Quote Report Reply Multi-quote Posted <u>Dec 2, 2019</u>

Quote

Multi-quote

**Work With Us** Partners

> Supported Games Terms of service Privacy Policy Overwolf Alphas Licenses

App documentation Mod documentation Creator services Apply for funding

**Creators** 

Build an App

Publish a mod

Why Overwolf

Suggest a feature

Blog **Brand Guidelines** 

**Support & Privacy** 

Help Center

Overwolf 2021