[Minimum KSP version: 1.1.3] Kerbal Attachment System (KAS) v1.10

Discussion

By lpor2,
June 27, 2016 in Add-on Releases

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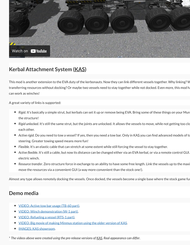
lpor2
Member
1,165 ⚑ 1k
About me: Tech Artist at the office

Posted June 27, 2016

With discussion of Kerbal Inventory System (KIS) ongoing, I thought it would be a good time to start a new mod. Kerbal Attachment System (KAS) is a continuation of the KIS functionality, but it is a completely different from what Kosmo Fox made in 2015, but my follow-on to KIS was — no connect mount is a space! The forum thread for the initial version of KAS can be found here.

>>> Support me at Patreon! <<< If you like the mod!



Kerbal Attachment System (KAS)

This mod is another extension to the EVA duty of the kerbonauts. Now they can link different vessels together. Why linking? Well, how about transferring resources without docking? Or maybe two vessels need to stay together while not docked. Even more, this mod has active parts that can work as winches!

A great variety of links is supported:

- 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 parts are unlocked. It allows the vessels to move, while not getting too close or too far from each other.
- Flexible: it's a cable that can stretch at some extent while still forcing the vessel to stay together.
- Active flexible: it's still a cable, but its distance can be changed either via an EVA kerbal or via a motorized winch (CL-Basic/Pro, it's an electric winch).
- Active rigid unlocked: Zero-structural force in exchange to an ability to have some free length. Link the vessels up to the maximum distance and leave the resources via a connected CL-Pro winch (or manual transfer the stuff over).

Almost any type allows tinkering directly the winches. Once docked, the winch becomes a single base where the rest game functionality can work.

Demo media

- VIDEO: Active tow rope usage (TB-01part)
- VIDEO: Winch demonstration (R-1part)
- VIDEO: Refueling a vessel (RT5-1part)
- VIDEO: Big scale of making Minmus orbiter using the older version of KAS
- IMAGES: KAS showcases

The video above were created using the pre-release versions of KAS. And appeared on diff.

Languages supported

English
Italiano
Español
简体中文
Português
Français

If you are a native speaker of any other language, please, consider adding your translation. Simply ping me in PM if you're willing to do so, and I'll do my best to help you. And don't be shy if your speaking English is not very well, what is required is your native language skill - we're trying to be fluent in KAS-ese! Also translation, it can be challenging to make a proper translation. And if you think you don't need help trying, I'm in trouble. It may save you a lot of efforts while translating KAS.

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.

Other useful mods for EVA

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

- Kerbal Inventory System (KIS). Now you can build and upgrade vessels in EVA!
- Easy Vessel Switch (EVS). Be more guessing how to switch to "that vessel" - simply pick and click!
- Surface Mounted Lights. Yet more fun EVA for the sake 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.
  - 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 updates.
- Manual:
  - Download the ZIP archive:
    - From CurseForge
    - From SpacePort
    - 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.
    - Your folder structure should look like: GameData/ksp-kerbal-attachment-system/...
    - dependencies: GameData/magic/, and GameData/ciscripts/. If your game has better versions, do not overwrite!
  - Verify the installation: the mod's LICENSE.txt file must be located at <game root>/GameData/KAS/LICENSE.txt.

Authors:

- lpor2 — KAS UI, concept, coding, and maintaining.
- Models and textures: Kosmo Fox, Kerbal Dude, Kerbal Dude.
- Kosmo Fox — original idea of the mod.

Sources are available on GitHub. License: Public Domain (yes, you're completely protected).

Edited October 11, 2021 by lpor2

Quote

Yes, retired 2 years and 75 others like this

>>> KIS v1.Kerbal Inventory <<<
Kerbal Inventory System (KIS) - assemble and upgrade vessels in space.
Kerbal Attachment System (KAS) - connect vessels while EVA.
Surface Mounted Lights - illuminate your bases with colorful lights.
Easy Vessel Switch (EVS) - point and click to switch between the vessels.
KSPTips - some a lot of time when coding a new mod then it. Mod Bard
Volcanoes - volcanoes in Near-Future worlds.

ChainsC
Member
1,165 ⚑ 1k
About me: Tech Artist at the office

Posted June 27, 2016

Great news! Thank you!

Quote

lpor2
Member
1,165 ⚑ 1k
About me: Tech Artist at the office

Posted June 27, 2016 Author

> On 6/27/2016 at 6:41 AM, ChainsC said:
>
> Great news! Thank you!

Quote

marabile54
Member
1,165 ⚑ 1k
About me: Tech Artist at the office

Posted June 27, 2016

> On 6/27/2016 at 6:44 AM, marabile54 said:
>
> We appreciate you taking over and keeping this fantastic mod alive!

Thanks, guys! I assure you I'll do my best to develop this mod further.

Quote

>>> KIS v1.Kerbal Inventory <<<
Kerbal Inventory System (KIS) - assemble and upgrade vessels in space.
Kerbal Attachment System (KAS) - connect vessels while EVA.
Surface Mounted Lights - illuminate your bases with colorful lights.
Easy Vessel Switch (EVS) - point and click to switch between the vessels.
KSPTips - some a lot of time when coding a new mod then it. Mod Bard
Volcanoes - volcanoes in Near-Future worlds.

Silver1_87
Member
1,165 ⚑ 1k
About me: Computer Geek

Posted June 27, 2016

I love mods who leave interest or any reason just hand over their mod to some one else. this should be happen to all mods who lost of activity (or sure there r people who interested to continue or among users). I think I have grammar issue in this sorry (thank u Kosmo and dogeez).

Quote

Sol Invictus
Member
1,165 ⚑ 1k
About me: Computer Geek

Posted June 27, 2016

There's no 0.5 for Curse Forge, only 0.5.6.

Quote

Silver1_87
Member
1,165 ⚑ 1k
About me: Computer Geek

Posted June 27, 2016

small problem when i click download it download 0.5.8 not 0.5.9

Quote

marabile54
Member
1,165 ⚑ 1k
About me: Tech Artist at the office

Posted June 27, 2016

> On 6/27/2016 at 7:07 AM, Sol Invictus said:
>
> There's no 0.5 for Curse Forge, only 0.5.6.

I noticed this too.

Quote

Markus4380
Member
1,165 ⚑ 1k
About me: Linux/Lua Lover

Posted June 27, 2016

Wonderful! Thanks for the update!

Quote

r3th34d
Member
1,165 ⚑ 1k
About me: Curseforge Ganger

Posted June 27, 2016

0.5.8 is the latest version on curseforge :/

Quote

DonnKamu
Member
1,165 ⚑ 1k
About me: Tech Officer Missile Defense

Posted June 27, 2016

No many users here - v0.5.8 from CurseForge (not v0.5.9).

EDIT: Marabile updated on CurseForge more two hours later... strange. CurseForge now (as usual).

Edited June 27, 2016 by DonnKamu

Quote

KillBorid
Member
1,165 ⚑ 1k
About me: Tech Officer

Posted June 27, 2016

I'm willing to let this it just an issue of the curseforge account not having been handed over just yet. I'll also bet that this'll be resolved in just a few hours.

I noticed this too

Quote

Silver1_87
Member
1,165 ⚑ 1k
About me: Computer Geek

Posted June 27, 2016

stop people i think he knows be patient.

with. it hard

Edited June 27, 2016 by Silver1_87

Quote

haven
Member
1,165 ⚑ 1k
About me: Rocket Surgeon

Posted June 27, 2016

Throwing my hat in the ring here to thank you for the amazing work you do on this mod! Adds a whole new dimension to KSP, and your continuing efforts are very appreciated by myself and the rest of the community.

Quote

galdenpe
Member
1,165 ⚑ 1k
About me: Communication Communication

Posted June 27, 2016

Thanks for all the work, and tagging so this thread is in my "stars".

Quote

Tekener
Member
1,165 ⚑ 1k
About me: Rocketeer

Posted June 27, 2016

Great news. Thank you so much for keep on maintaining this great mod!

Quote

Geschenkkopf
Member
1,165 ⚑ 1k
About me: Director of Stargazing Operations

Posted June 27, 2016

Yay! 1.1.3 version! Thanks

Quote

Gorby1
Member
1,165 ⚑ 1k
About me: Space Traveller

Posted June 27, 2016

Oh my, that's quite a torch to be passed! Keep up the good work!

Quote

LetMeGuine
Member
1,165 ⚑ 1k
About me: Rocketeer

Posted June 27, 2016

> 1.1 Not updated

Quote

VIPjester
Member
1,165 ⚑ 1k
About me: Crash Dummy

Posted June 27, 2016

Thank you!

We all really appreciate you keeping KAS alive

Quote

Whoever acknowledges me before others, I will also acknowledge before my Father in heaven. But whoever disowns me before others, I will disown before my Father in heaven. Matthew 10:32-33

Demon Rust
Member
1,165 ⚑ 1k
About me: Tech Artist at the office

Posted June 27, 2016

very nice very nice.

Let me ask you this. What do you plan to do with your first 100 days in Office Mr. lpor2?

Never forget the foundation and vision Kosgy had, namely, Space Whale hunting for every Kerb.

Stay true to those roots, and you won't go wrong!

Cheers and congrats, the mod is in good hands.

Quote

gamescircle
Member
1,165 ⚑ 1k
About me: Rocketeer

Posted June 29, 2016 (edited)

If this is already documented, I apologize ahead of time. I think I found as possible KAS bug?

I have tested with this the files taken that come with both MKS and KPB. (they will connect and show the "tubes", but when you score change away and then come back. The "tubes" are gone, but the game/KAS still think that they are linked!

Also, I am not able to transfer crew from structure to structure.

http://imgur.com/a/aFVS8X

edit: Last minute information. When I use the MKS tubes, they work by which I mean I can transfer crew. Again, I am not sure where to start on this.

Edited June 29, 2016 by gamescircle

Quote

lpor2
Member
1,165 ⚑ 1k
About me: Tech Artist at the office

Posted June 29, 2016 Author

> On 6/29/2016 at 1:50 PM, gamescircle said:
>
> If this is already documented, I apologize ahead of time. I think I found as possible KAS bug?
>
> I have tested with this the files taken that come with both MKS and KPB. (they will connect and show the "tubes", but when you score change away and then come back. The "tubes" are gone, but the game/KAS still think that they are linked!
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> edit: Last minute information. When I use the MKS tubes, they work by which I mean I can transfer crew. Again, I am not sure where to start on this.
>
> Expand ▾

Quote

gamescircle
Member
1,165 ⚑ 1k
About me: Rocketeer

Posted June 29, 2016

I can do that when I get home.

Quote

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