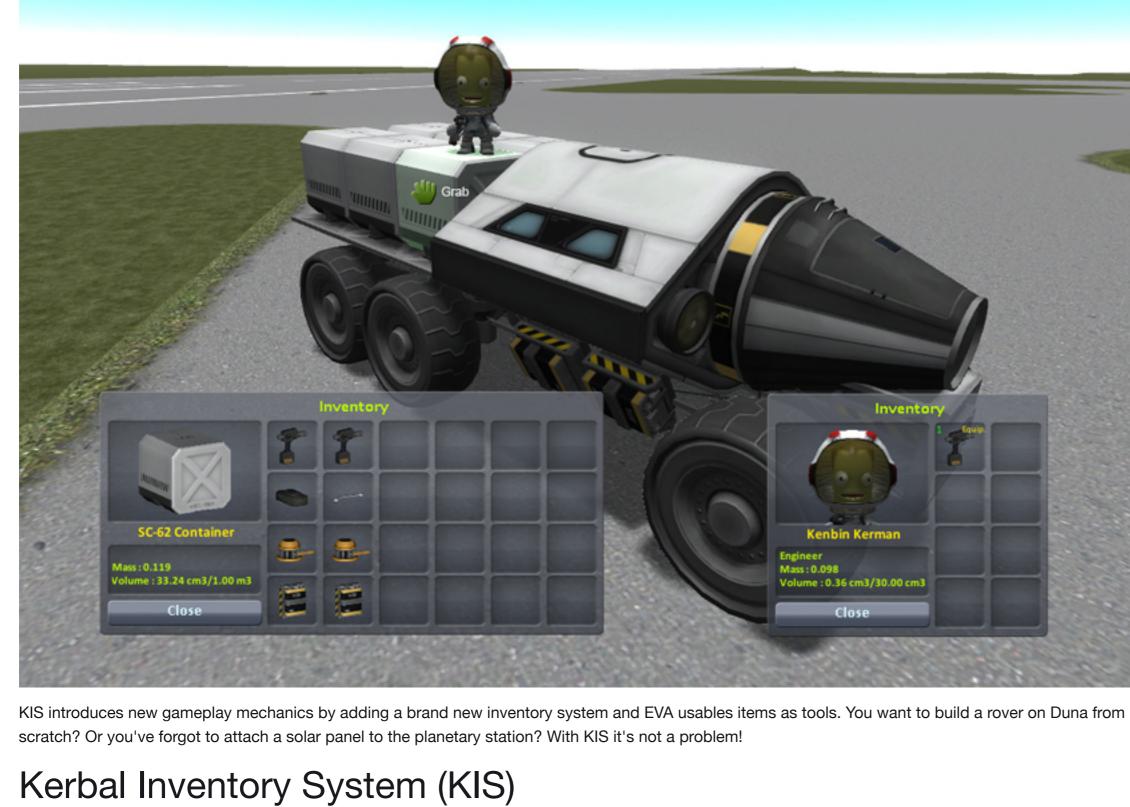
About Project

F Report



 Big containers for serious projects. • Mk3 containers for really big constructions ideas! Kerbals now have own backpack to hold small items, and some of them can be equipped on the model. AR goggles? Fancy hat? Or, maybe, a completely

new helmet?! It's all possible now! With special tools (provided by the mod) kerbals now can modifying teh existing vessels by adding or removing parts. It's even possible to build a whole

- new vessel from scratch!

* Goggles, hats and helmets are provided by the third-party mods. E.g. "Kerbal Props". Demo media

• MANUAL: KIS for DUMMIES VIDEO: <u>Debugging abilities for mod creators</u>. • VIDEO: Full support for part variants and TweakScale .

Languages supported

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.

• Surface Mounted Lights. Too dark for EVA on the other side of the moon? Problem solved with these ambient lights!

• If you follow this path, then all the KIS dependencies will be updated automatically. It may save you a lot of time during the update.

усский Русский Italiano

- Español
- 简体中文

Other useful mods for EVA

Português Français

Support

If you want doing EVA comfortably, you really should consider adding these mods as well: • Kerbal Attachment System (KAS). Need to link two vessels? Just send out your kerbals EVA! Don't forget to update their inventories, though. • Easy Vessel Switch (EVS). No more guessing how to switch to "that vessel" - simply point and click!

How to install

Recommended: • Install and run **CKAN**.

• Search for "Kerbal Inventory System" or just "KIS", then install the mod.

• Unzip the release archive into the game's GameData folder.

• Find file remove_fun_part_patch.txt in the mod's folder.

Manual: • Download the ZIP archive: • From **CurseForge**.

• Occasionally run CKAN client to update KIS (and other mods) to the latest version.

• 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

• From **Spacedock**.

- 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!
- Verify the installation: the mod's LICENSE.md file must be located at <game root>/GameData/KIS/LICENSE.md . • If you don't want seeing the fun parts in your game, you can remove them:
 - Rename it into remove_fun_part_patch.cfg . • Move it one level up in the directory structure (into the GameData folder). • Now the fun parts won't show up even if you update the mod.

<u>~</u> ⇔

- Forum Ask questions and propose suggestions on the forum.
- H1 H2 H3 H4 H5 H6

1 2 3 4 ... 11

doesnt work no wrenches or drill

location.

Comments

watchmelosemimstar1 -

ihsoft ▼

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

Report Reply Quote thebrazilianluigi -Posted <u>Sep 4, 2021</u> #215 I think KIS doesnt like NSI

Could you please elaborate what exactly is not working? To the best of my knowledge, there are no issues.

thebrazilianluigi 🔻

I think its actually NSI ill check

ihsoft ▼

In reply to **ihsoft**:

ihsoft 🔻

away.

Anyway, nice mod

jastrone -

offline and the game. Did you read it?

not the best source for it.

the mod to become better.-

oh I meant screwdriver.

jastrone -

what do i do with a cardboard box?

iamaprogamerrrrr ▼

DrCikolataMuhendisi >

ihsoft ▼

same here

sm280 🔻

please add the ability to pick up broken/fallen parts.

In reply to **ihsoft**:

Last edited by ihsoft: Aug 12, 2020

Last edited by thebrazilianluigi: Sep 5, 2021

carrot__777 ▼ Thank You:]

sm280 because of the new version of ksp, what will this mod be changed to do??

Check out the latest release. It doesn't address all the concerns, but it fixes the most painful.

johnsos19 ▼ Can you make it possible to move while moving objects? It's hard to do anything in low gravity (mainly in high space) because the character just moves

player presses again it enters the normal building mode?

very badly designed. you can not pick up a drill. the concrete plate does not have a node so you cant build anything large on it. the max placing range is 2 meters witch is way to short

Report Quote Multi-quote Reply jastrone 🔻 Posted <u>Aug 12, 2020</u> In reply to **ihsoft**:

_1. What are you referring by "drill"? Which part is it? If it's the stock "Drill-O-Matic", then of course you cannot pick it up with just one kerbal - it's over 1t of mass. Bring more kerbals or change the settings.cfg, and you'll be fine. The "one ton" limitation is mentioned in the PDF manual, which is available both

_2. What part exactly are you referring as "a concrete plate"? There is no way of KIS supporting all the concrete plates in the world, introduced by all the

_3. The distance limit is, again, can easily be changed via the settings file. The forum and Github resources could help finding it out. CurseForge, alas, is

In general, instead of getting angry here, I would suggest you go to the forum. There you can calmly and politely get a lot of useful information and help

third-party mods. If there is a specific part, which is widely used, and it doesn't have the desired nodes, simply report it! This is the way how it can get

Maybe you could make some kind of alternator button, where when the player presses it we be able to move freely while carrying something, and if the

the concrete plate is the part that you stick to the ground and is in the structural tab in vab. Quote Multi-quote Report Reply sm280 🔻 Posted <u>Jul 23, 2020</u>

also clone Reply Report

my charachters inventory size is 1.00 L so i cant move any part from inventroy. How i can solve this problem.

Quote Multi-quote Report Reply Forge_User_91911987 -Posted <u>Jun 8, 2020</u> In reply to **DrCikolataMuhendisi**:

Try reading thru this: https://github.com/ihsoft/KIS/wiki/Troubleshooting. If it doesn't help, please post into the official forum.

ElianPlanche -Posted May 28, 2020 #201 Nice project! Quote Multi-quote Reply

1 2 3 4 ... 11

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Kerbal Inventory System (KIS) 1,372,342 Downloads Last Updated: Jan_16, 2021 Game Version: 1.11.0

Project ID 228561 Created Mar 14, 2015 Updated Jan 16, 2021 **Total Downloads** 1,372,342 **Custom License** License Follow Donate **Categories Members Recent Files** KIS v1.28 Jan 16, 2021 The mod offers container parts of various size to deliver spare parts to the orbit or at the construction site. • Tiny containers for light-weight rockets.

Posted <u>Sep 19, 2021</u> #218 Multi-quote Quote Posted <u>Sep 20, 2021</u> Could you please report it on the forum with the logs attached? If you've installed the mod manually, verify that it's located exactly at the GameData/KIS

Post Reply

Multi-quote

Multi-quote

Multi-quote

#216

#217

Report

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Posted Dec 25, 2020

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Posted <u>Sep 5, 2021</u>

Posted <u>Sep 5, 2021</u>

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Report Reply Quote Multi-quote Posted Mar 10, 2021 #214

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#211

#207

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#210

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Posted <u>Dec 27, 2020</u> Multi-quote Report Reply Quote

Posted <u>Aug 17, 2020</u>

Quote Multi-quote Report Reply

Posted Aug 12, 2020

Quote

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

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Posted <u>Aug 12, 2020</u>

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Posted <u>Jul 18, 2020</u>

Posted May 31, 2020

Quote

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

Multi-quote

Multi-quote

Multi-quote

#203

I can put the portable container in my inventory but it isnt attaching to the kerbal and instead makes a clone of the portable container. All my other objects Quote Multi-quote

Report

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#204

Quote

Posted <u>Apr 17, 2020</u>

Quote

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