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KIS v1.28 Jan 16, 2021

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Mar 14, 2015

Jan 16, 2021

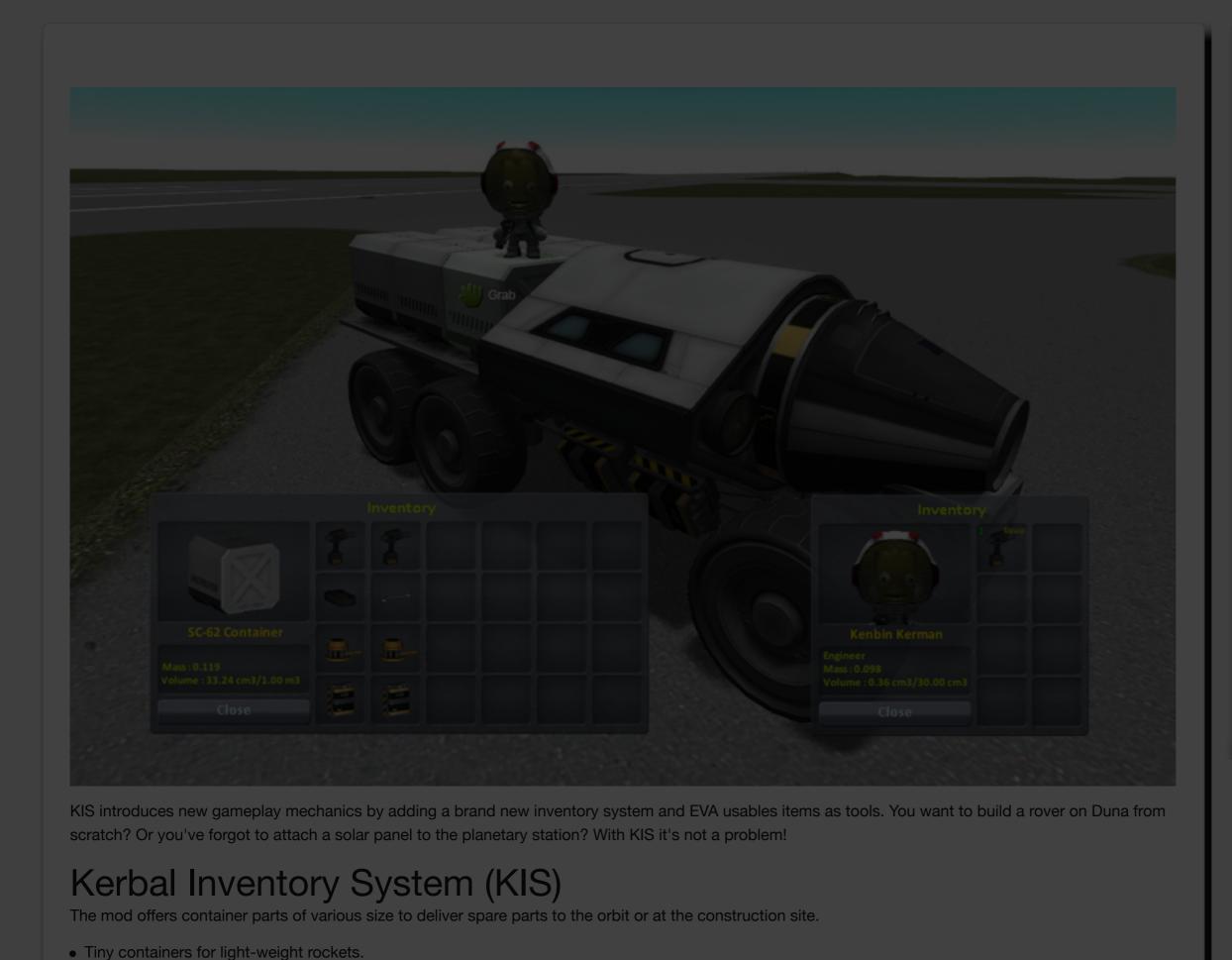
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Kerbal Inventory System (KIS)

Description Files Images Issues 🚰 Wiki 🚰 Source 🚰 Relations



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

Languages supported

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

Español

• MANUAL: KIS for DUMMIES

简体中文 Português

Other useful mods for EVA

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

Français

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

• 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! • 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 <u>CKAN</u>.

• 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.

Manual: • Download the ZIP archive: • From <u>CurseForge</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

• From **Spacedock**.

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

• If you don't want seeing the fun parts in your game, you can remove them:

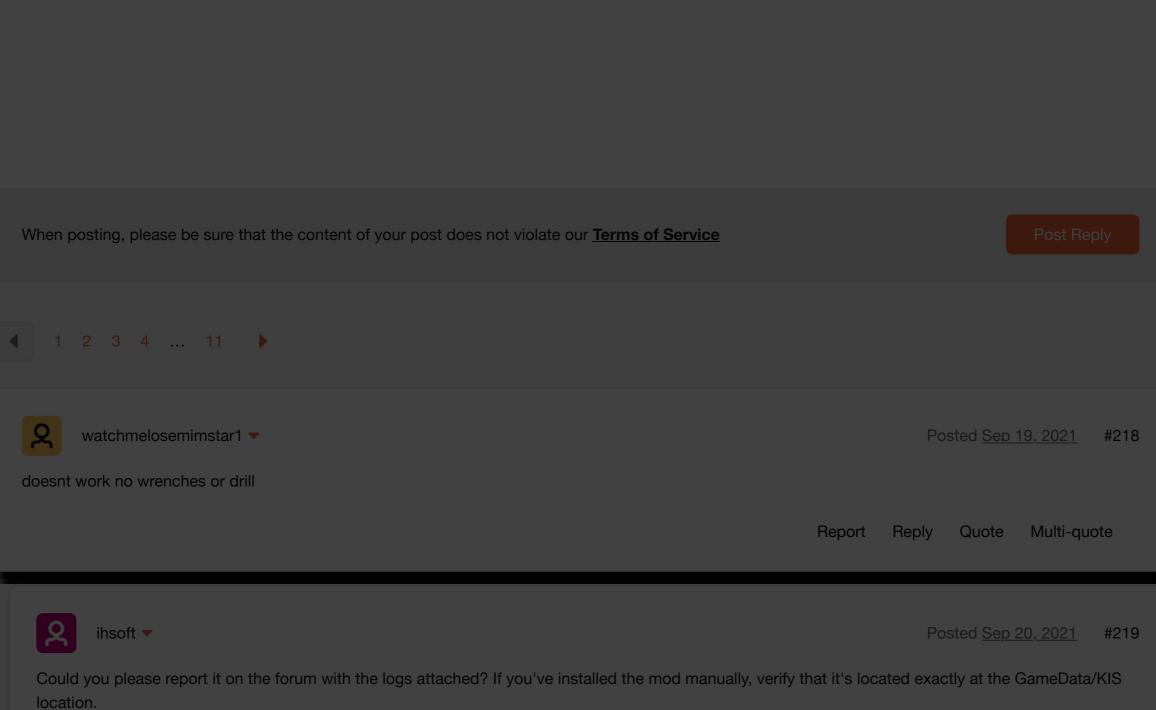
• Find file remove_fun_part_patch.txt in the mod's folder.

Ask questions and propose suggestions on **the forum**.

H1 H2 H3 H4 H5 H6 B Z = ====

Comments

Forum



Report Reply Quote Multi-quote thebrazilianluigi 🔻 Posted <u>Sep 4, 2021</u> #215 I think KIS doesnt like NSI Last edited by thebrazilianluigi: Sep 5, 2021 **Copyright Overview** Models and textures was created by Winn75, who retains the copyright. Some config files, source code and compiled binaries are under copyright retained by KospY. Some config files and source code are under Public Domain (contact IgorZ to ihsoft ▼ know more). YOU MAY: Could you please elaborate what exactly is not working? To Distribute your own parts using any part modules included. Distribute fixes in case of a compatibility problem with a new version of KSP (.dll only). Distribute video, screenshots or other media portraying KIS in action. Distribute modified or unmodified versions of the KIS plugin source code on condition that a link to this license is included. thebrazilianluigi Modify KIS in any way for personal use. Request a waiver of any of these terms. In reply to **ihsoft**: All other rights are reserved. I think its actually NSI ill check Report Reply Quote Multi-quote carrot__777 ▼ Posted Mar 10, 2021 #214 Thank You:] Report Reply Quote Multi-quote sm280 🔻

ihsoft -Posted <u>Dec 27, 2020</u> #213 Check out the latest release. It doesn't address all the concerns, but it fixes the most painful. Report Reply Quote Multi-quote johnsos19 ▼ Posted <u>Aug 17, 2020</u> #211 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 away. 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 player presses again it enters the normal building mode? Anyway, nice mod

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

jastrone 🔻

meters witch is way to short

the mod to become better.-

Last edited by ihsoft: Aug 12, 2020

jastrone 🔻

In reply to **ihsoft**:

In reply to **ihsoft**:

sm280 🔻

also clone

what do i do with a cardboard box?

DrCikolataMuhendisi >

Forge_User_91911987 **Telestrian**

In reply to **<u>DrCikolataMuhendisi</u>**:

same here

oh I meant screwdriver.

Posted <u>Dec 25, 2020</u> #212

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Posted May 31, 2020 #202

Posted <u>Jun 8, 2020</u> #204

Posted <u>Jul 23, 2020</u> #206

Posted <u>Aug 12, 2020</u> #209

Posted <u>Aug 11, 2020</u> #207

ihsoft 🔻 Posted <u>Aug 12, 2020</u> #208 _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 offline and the game. Did you read it? _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 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 _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 not the best source for it. 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

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

Report Reply Quote Multi-quote jastrone 🔻 Posted <u>Aug 12, 2020</u> #210

the concrete plate is the part that you stick to the ground and is in the structural tab in vab.

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

Report Reply Quote Multi-quote Posted <u>Jul 18, 2020</u> #205 iamaprogamerrrrr •

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

Report Reply Quote Multi-quote ihsoft ▼ Posted <u>Jun 4, 2020</u> #203 Try reading thru this: https://github.com/ihsoft/KIS/wiki/Troubleshooting. If it doesn't help, please post into the official forum.

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

Report Reply Quote Multi-quote sm280 -Posted <u>Apr 17, 2020</u> #198 please add the ability to pick up broken/fallen parts. Report Reply Quote Multi-quote

■ 1 2 3 4 ... 11 **■**

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