

ACTION GROUPS EXTENDED

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Game Version: 1.8.1



Source code: <https://github.com/linuxgurugamer/AGExt> (http...



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Mod Website: [Forum Thread \(https://forum.kerbalspaceprogr...](https://forum.kerbalspaceprogr...)



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Information

Changelog

Stats

This mod respects career mode VAB/SPH progress and only shows unlocked action groups by default.

To override and always have all action groups available, find the KSP\GameData\Diazo\AGExt\AGExt.cfg file and change the "OverrideCareer" value to 1 (one) from 0 (zero).

You can also use the new stock ActionGroupsAlwaysAvailble option in-game, found under Custom Difficutly -> Advanced Options.

- Option to override Career Mode action groups lockout on low level buildings to use action groups immediately if desired (Disabled by default)
- Increase the number of action groups to 250
- Edit Actions in Flight.
- Name Action Groups on a per vessel basis, so you can remember what is assigned where
- Actions state can be color coded based on status. (Note this defaults to off.)
- Toggle monitoring allows visual feedback of actions that lack this, such as the "Inverted Steering" on a wheel.
- Supports saving actions to sub-assemblies

Source Code (<https://github.com/KSP-SpaceDock/KerbalStuff>)

API (<https://github.com/KSP-SpaceDock/KerbalStuff/blob/master/api.md>)

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