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[1.8.x] Action Groups ReExtended: 250 Action Groups, in-flight editing.



# [1.8.x] Action Groups ReExtended: 250 Action Groups, in-flight editing.

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By linuxgurugamer, November 6, 2017 in [Add-on Releases](#)

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## linuxgurugamer

The light at the end of the tunnel may be an oncoming dragon



Members

+ 14,463

17,659 posts

Location: At SpaceTux Industries HQ

Posted November 6, 2017 (edited)

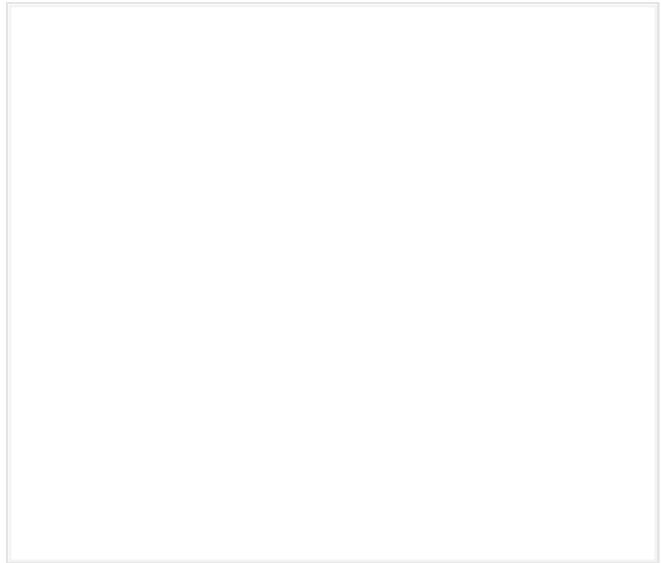
[Report post](#) 

Originally from [@Diazo](#), original thread here: <https://forum.kerbalspaceprogram.com/index.php?/topic/67235-122dec1016-action-groups-extended-250-action-groups-in-flight-editing-now-kosremotetech/>

As usual, if [@Diazo](#) comes back, I will very gladly pass this back to him. Until

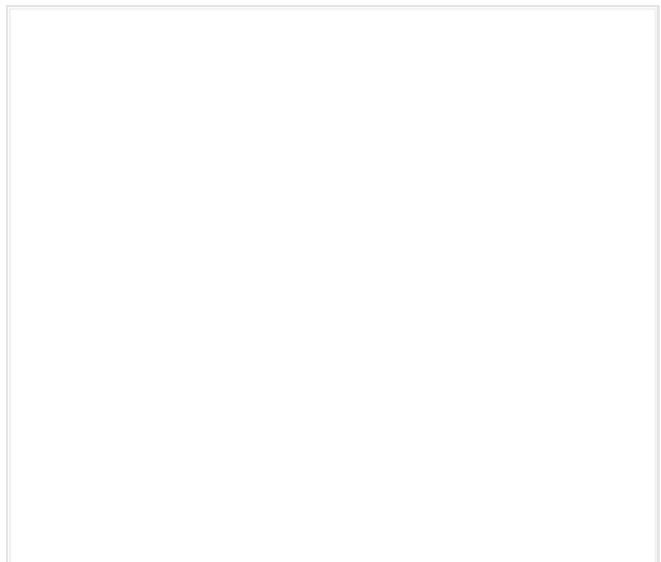
then, I'll keep it updated.

**This mod now depends on and requires the ToolbarController mod**, available [here](#)



**This mod now depends on and requires the ClickThroughBlocker**

**mod**, available [here](#):



**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 ActionGroupsAlwaysAvailable option in-game, found under Custom Difficulty -> 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

**Moderators aware of this mod and can activate all 250 action groups:**

[Auto Actions: Automatically activate action groups \(and RCS/SAS\) on launching a new vessel.](#)

[Smart Parts: Activate an action group on a time delay, or at a set altitude or a fuel tank being empty.](#)

[kOS Scriptable Autopilot System: Control your vessel with scripts to automate vessel control tasks.](#) (kOS 15.6 or newer)

[RemoteTech: Support for signal delay and RT's Flight Computer](#)

### **How to edit actions in flight?**

Right-click (not left-click) the AGX button in flight mode and select the 'Edit' button.

### **How to assign actions to non-number groups (Brakes/Gear/etc.)**

On the Groups window, click the Other button.

### **Download**

- Github: [Download latest version can be found here.](#)
- Spacedock: [https://spacedock.info/mod/1685/Action Groups Extended](https://spacedock.info/mod/1685/Action%20Groups%20Extended)
- Available on [CKAN](#)
- [All releases are archived here if you are running an older KSP version.](#)

**Note that ModuleManager is a required dependency. (Click here to download.)**

[Full changelog here.](#)

This mod is released under the [GPL 3](#) license and source code is on [GitHub](#).

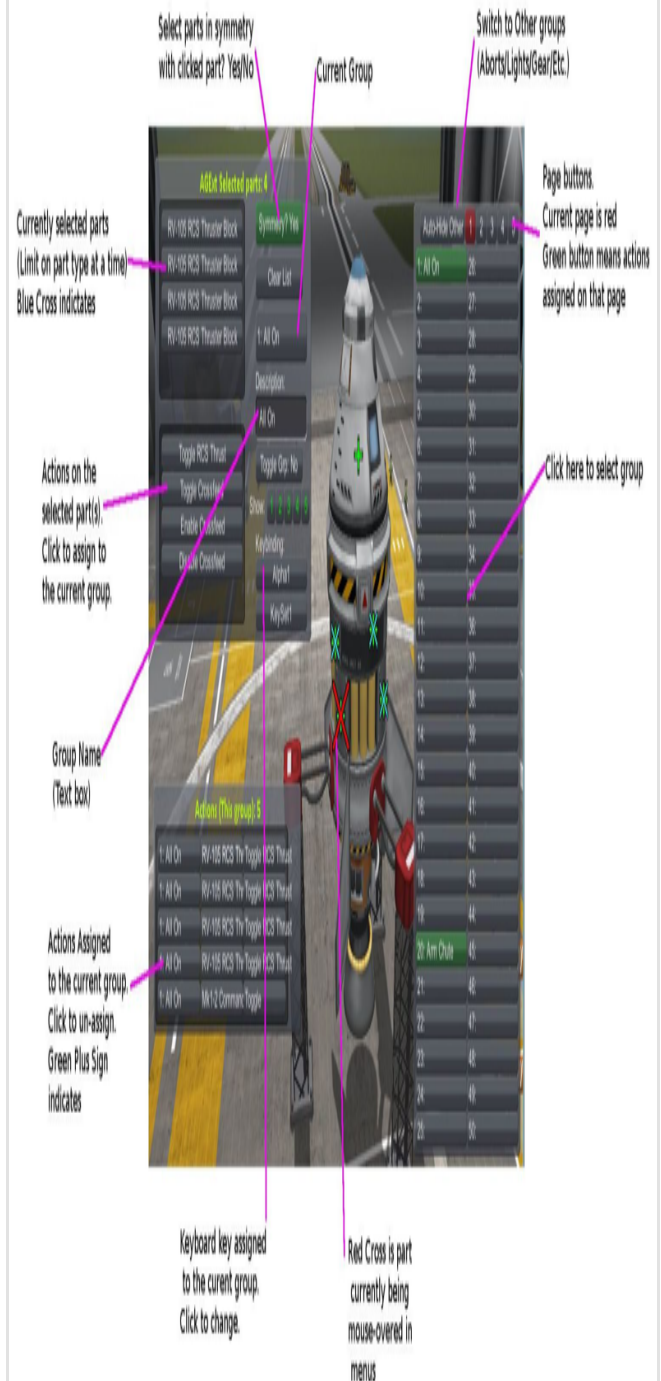
[List of supported partModules for toggle state monitoring is here.](#)

## **Installation**

The GameData folder inside the zip file is to be merged with the GameData folder in your KSP directory. The AGExt.dll should end up at KSPInstall\GameData\Diazo\AGext\AGext.dll

[Toolbar](#) support is included, but is optional. If Blizzy's toolbar is not installed, the AGX icon will appear on the stock toolbar instead.

## **Quick Start**



Most actions and buttons the same as numbered actions mode.

Switch to Numbered Groups mode.  
(Not available until SPHIVAH is high enough level.)



Named Action Groups.  
Green group is currently selected.  
Note that there is no indication if a has actions assigned in this mode.

List of actions assigned to the current group.  
(Green Cross indicates.)  
Click an action to unassign it.

## 1) Assign an action:

-Click the part that contains the action, all parts in symmetry will be selected by default and show in the Selected Parts List. To change to another part, just click it, the parts list will clear itself and select the new parts if they are different. If the parts are the same they

will be added to the list. Clicking on a part in the list removes just that part from the list. A Blue Cross will hover over parts currently selected, a Red X will show over a part when you mouse-over it's button in the list.

- Select the group you wish to assign the action to in the Groups Window.

- All actions available on the part will now show in the Actions List (below the selected parts list). Click on an action to assign it to the current action group. It will now show in the Actions window. Actions currently assigned to the currently selected action group will show in the Actions window and a small green X will indicate the parts these actions are assigned to.

- The clicked action will now show in the Actions window, note that actions appear for individual parts, if you had 4 parts listed in the Selected Parts list, 4 Actions will appear in the Actions window, one for each part.

## 2) Remove an action:

- Select the Action Group that has the action assigned in the Groups Window.

- Click the Action in the Actions Window, on mouse-over a red X will appear on the part containing the action so you can tell similar actions apart.

## 3) Name a Group:



-Click on the Group Name text box, this is a free-entry box for typing with the keyboard.

#### 4) Change a keybind:

-Groups 1-10 are assigned to the 1-10 number keys to match the KSP defaults. Other groups have no key assigned by default.

-Click on the Keybind Key ("Alpha1" in the above image), a new window showing all available keys will pop-up. Click the button representing the key you wish to assign. Assigning the key by pressing the physical key on the keyboard does not work.

#### 5) Activate group in flight:

-Press the assigned key on the keyboard or click the action group on the Flight window.

-The Flight window can be shown/hidden by Left-Clicking the AGX icon on the toolbar. (Right-Clicking the AGX icon opens the menu.)

### KeySets

The purpose of keysets is to make the most of your keyboard keys while avoiding conflicts. A typical use would be:

- Mothership: Uses action groups 1 through 10 for it's actions.
- Lander that docks to the

mothership: Uses action groups 11 through 20 for it's actions to avoid conflicts while docked so you don't activate actions on both the mothership and lander by activating one action group.

and the keysets would be:

- Keyset 1: Bind keyboard keys 1 through 10 to action groups 1 through 10 for use while flying the mothership.
- Keyset 2: Bind keyboard keys 1 through 10 to action groups 11 through 20 for use while flying the lander.

This way, you can swap key sets with a couple mouse clicks (if fact, if you set the keyset on the lander before docking, it will remember it when you undock). By swapping the keysets, you "increase" your available keys on the keyboard you can use for actions.

KeySets are assignable to a sub-ship and change depending on which is in control and how they would work in your situation is as follows:

- KeySet1: Keys 1 through 10 activate groups 1 through 10. (Default, the keyset all your ships are currently using.)
- KeySet2: Keys 1 through 10 activate groups 11 though 20. (You would have to set this up.)

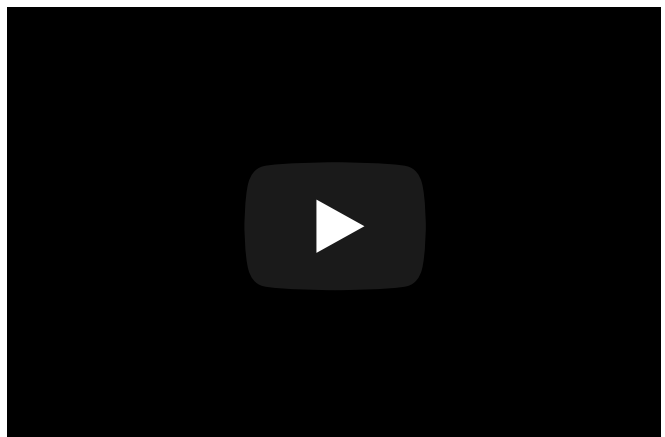
Then assign the actions you want to activate in group 3 on the first ship to group 3 and group 13 on the second ship. Then assign KeySet1 to the first ship and KeySet2 to the second ship.

Now, when you press the 3 key it activates either group 3 or 13 depending on which sub-ship has control and is automatic once you get the KeySets setup on the appropriate sub-ships.

If you want to experiment the KeySets are accessed by the button in the bottom right of the main window, it displays "KeySet1" by default as the first keyset is that.

[Full AGX Manual on Google Docs. \(In progress, only 10% complete.\)](#)

Great review by [@Kottabos](#):



Edited November 23, 2019 by  
linuxgurugamer



Quote

Brigadier, hab136, JadeOfMaar  
and 10 others like this



I stream on Twitch on Sunday  
evenings:

<https://www.twitch.tv/linuxgurugamer>

**Read this BEFORE asking for  
support:** [http://forum.kerbalspaceprog  
ram.com/index.php?/topic/83212-](http://forum.kerbalspaceprogram.com/index.php?/topic/83212-)



## Gorby1

Rocketry Enthusiast



Members

+ 31

66 posts

Location: Kentucky, USA

Posted November 6,  
2017

Report post



Score! linuxgurugamer to the rescue  
once again! Have you made any  
fixes/improvements or is it just a  
recompile for v1.3.1 for now?

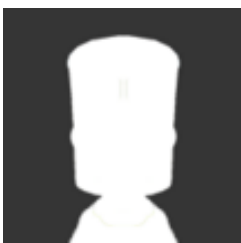


Quote



## Jivaii

Shiny Thing Finder



Members

+ 77

621 posts

Posted November 7,  
2017

Report post



I'm in love.

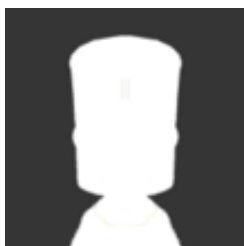


Quote



# DerGolgo

Spacecraft Engineer



Members

+ 38

126 posts

Posted November 8,  
2017

[Report post](#)

Couldn't find it with searching for terms I could come up with, so I dunno if this question was asked before.

Read the manual, but couldn't find an answer.

The problem: I built a big old spacecraft with many, many action groups. I saved a subassembly of that craft for further use.

I build a new spacecraft, use that saved subassembly, and all the many action groups reappear. Mostly empty, obviously, but the names are there.

I edit the action groups, to what I want. But every time I detach and reattach a part or subassembly, all the old action group names reappear. Just overwriting the names I had made new, clearing out the names of some of the new groups.

So I tried cleaning this out by rerooting, saving, saving subassemblies anew. For two old subassemblies, it works. Clean up action groups, detach, reattach, and all is well. Save game. Detach and reattach another subassembly that's part of this, boom, there they are again, all the old action group names.

I'm at my witts end. Please. What am I doing wrong?

I'm still on 1.3, yet have the most recent version of Action Groups Reextended in there.

In case it's not my own dumb but an error (which I really doubt), here's the most recent log:

[https://drive.google.com/open?id=16\\_YLa2F7DeoFZ2RnSS5xPbR5BG GPAzOr](https://drive.google.com/open?id=16_YLa2F7DeoFZ2RnSS5xPbR5BG GPAzOr)

And here's the extensive list of my addons:

<https://drive.google.com/open?id=1XMHKeHh1hzgWxoKMzC9mqr1N WhottXe>



Quote



## linuxgurugamer

The light at the end of the tunnel may be an oncoming dragon



Members

14,463

17,659 posts

Location: At SpaceTux Industries HQ

Posted November 8, 2017

Report post

My version was only compiled against 1.3.1, so I can't really help you with 1.3.0

There was a 1.3.0 dll in the old thread, I suggest you install that and try again.



Quote

DerGolgo likes this



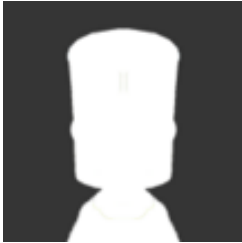
I stream on Twitch on Sunday evenings:

<https://www.twitch.tv/linuxgurugamer>

**Read this BEFORE asking for**

## DerGolgo

Spacecraft Engineer



Members

+ 38

126 posts

Posted November 8,  
2017

Report post

📌 On 11/8/2017 at 11:35 AM, **linuxgurugamer** said:

My version was only compiled against 1.3.1, so I can't really help you with 1.3.0

There was a 1.3.0 dll in the old thread, I suggest you install that and try again.

The recompile by [@Denko666](#)?

That's what I had been using previously, same issue there.

Couldn't find a newer one than that, from June 10th.



Quote



## kananesgi

Bottle Rocketeer



Members

+ 10

Posted December 4,  
2017

Report post

Would you have any idea why kOS no longer recognizes AGX action groups? I just started fiddling around with kOS again and noticed that the documentation says the AGX groups function identically to the stock groups, but my programs were throwing errors

68 posts

when I tried to use the AGX groups. Did some research and found it's a known issue with the latest, or at least some later, versions of kOS. Unfortunately, there doesn't seem to be much help there since Diazo hasn't updated AGX "officially" yet. Haven't seen any action on it since October.



Quote



## linuxgurugamer

The light at the end of the  
tunnel may be an oncoming  
dragon



Members


+ 14,463

17,659 posts

Location: At SpaceTux  
Industries HQ

Posted December 5,  
2017

Report post 

▼ On 12/4/2017 at 11:29 PM,   
kananesgi said:

Would you have any idea why kOS no longer recognizes AGX action groups? I just started fiddling around with kOS again and noticed that the documentation says the AGX groups function identically to the stock groups, but my programs were throwing errors when I tried to use the AGX groups. Did some research and found it's a known issue with the latest, or at least some later, versions of kOS. Unfortunately, there doesn't seem to be much help there since Diazo hasn't updated AGX "officially" yet. Haven't seen any action on it since October.



Not without a log file



Quote



I stream on Twitch on Sunday evenings:

<https://www.twitch.tv/linuxgurugamer>

**Read this BEFORE asking for support:** <http://forum.kerbalspaceprogram.com/index.php?/topic/83212->

**kananesgi**

Bottle Rocketeer



Members

+ 10

68 posts

Posted December 5, 2017 (edited)

Report post



On 12/5/2017 at 12:26 AM,



linuxgurugamer said:

Not without a log file

Sorry, it's something of a known issue, so I didn't think about attaching a log.

<https://pastebin.com/VF0dsvK9>

[Here is a screenshot](#) of the terminal screen before exiting on that game. It's a fresh install with only kOS (1.1.3.2) and AGX (2.3.1) installed. The antenna's "Toggle" action is tied to AG20. I tested it first with the AGX interface, and the antenna activated and deactivated correctly, but kOS throws an "undefined variable" error when I try to get the state of AG20, and does seemingly nothing when I try to

manipulate it, although it does appear to create the variable when I activate it, because after that getting it's state returns a bool value. It just doesn't do anything in the game.

Edited December 5, 2017 by kananesgi

forgot screenshot link.



Quote



# linuxgurugamer

The light at the end of the tunnel may be an oncoming dragon



Members

+ 14,463

17,659 posts

Location: At SpaceTux Industries HQ

Posted December 6, 2017

Report post



On 12/4/2017 at 11:29 PM, kananesgi said:

Would you have any idea why kOS no longer recognizes AGX action groups? I just started fiddling around with kOS again and noticed that the documentation says the AGX groups function identically to the stock groups, but my programs were throwing errors when I tried to use the AGX groups. Did some research and found it's a known issue with the latest, or at least some later, versions of kOS. Unfortunately, there doesn't seem to be much help there since Diazo hasn't updated AGX "officially" yet. Haven't seen any action on it since October.

It's most likely KOS being compiled against the wrong version of AGX

+ Quote



I stream on Twitch on Sunday evenings: ✕ ▾

<https://www.twitch.tv/linuxgurugamer>

**Read this BEFORE asking for support:** <http://forum.kerbalspaceprogram.com/index.php?/topic/83212->

## CN\_Warren

Rocketry Enthusiast



Members

+ 11

72 posts

Location: China

Posted December 25, 2017

Report post ✕ ▾

Oh, my God, I found the old thread, almost based on the old thread work.

Fortunately , Early detection!

+ Quote



Support localization:2017/12/12- ✕ ▾

[Toolbar Continued](#); 2017/12/21-[All Y'All Continued](#); 2017/12/30-[Action Groups ReExtended](#); 2018/01/01-[DMagic's Modlets-Portrait Stats](#)

## Bionic bulldog

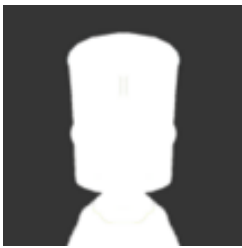
Rocketeer



Posted December 30, 2017

Report post ✕ ▾

Hi, just been using this mod for couple



Members

+ 4

37 posts

of days now. Would like to comment/suggest somethings.

1. I dont know why yet, still trying to pin it down, but at times all my names vanish from the action window. The actions are still there, but names are gone. So far i have establised that this is only effecting actions edited in flight, all actions done in the hangers always remain. Also only happend so far after a craft has docked / undocked with something else.

2. When building in hanger, copying an item does not copy the action over. Might be supposed to be like this, but not sure.

3. I might be wrong here and not found a function or something, but is there any way that when building a craft opening the action menu could list all previously assigned buttons, even on crafts no longer in the hangers. Saves keeping notes in paper, and make uniformity across craft and base controls eassier.

4. Lost count of the number of times ive clicked an action slot then started to type, only to find i forgot to click other window for text to appear. Anyway after clicking the text box in the other window could auto enable for text input rather than having to click it?

Am running 1.3.1, your mod is latest from your link and all other mods are

upto date according to [ckan](#), KSP AVC and other mods website.

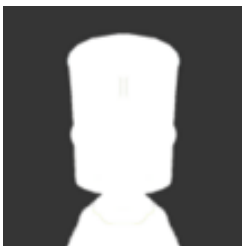
Any way, great mod, this really brings an area which was badly lacking in the original game to life and gives much more flexibility.

 [Quote](#)



## DerGolgo

Spacecraft Engineer



Members

 **38**

126 posts

Posted December 31, 2017

[Report post](#) 

 On 12/30/2017 at 11:30 PM, 

**Bionic bulldog said:**

Hi, just been using this mod for couple of days now. Would like to comment/suggest somethings.

1. I dont know why yet, still trying to pin it down, but at times all my names vanish from the action window. The actions are still there, but names are gone. So far i have establised that this is only effecting actions edited in flight, all actions done in the hangers always remain. Also only happend so far after a craft has docked / undocked with something else.

I have seen the same. It happens in the Hangar, also. As far as I've been able to

make out, it happens when I re-root, or attach a subassembly that had AGs or at least names for AGs with it.

▼ On 12/30/2017 at 11:30 PM, ➡  
**Bionic bulldog said:**

2. When building in hanger, copying an item does not copy the action over. Might be supposed to be like this, but not sure.

Hm. When I copy an item, any action groups that include the original item will also include the copy, and I generally have to clear that up.

▼ On 12/30/2017 at 11:30 PM, ➡  
**Bionic bulldog said:**

3. I might be wrong here and not found a function or something, but is there any way that when building a craft opening the action menu could list all previously assigned buttons, even on crafts no longer in the hangers. Saves keeping notes in paper, and make uniformity across craft and base controls easier.

I think you want the "Key Set" button underneath the key-assign button for an action. As far as I've been able to

determine, it lets you set up different key sets.

When I build a new craft from scratch, the last key assignments I made seem to remain. I haven't assigned keys for dumping one of the 1st three stages, or for firing one of those, or for liftoff, in quite a while. Any of those always go on the same group for me, and the same buttons are always already assigned.

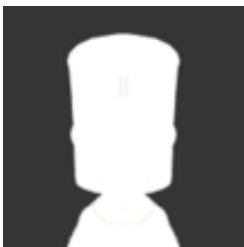


Quote



## Cheesecake

Rocketry Enthusiast



Members

+ 336

1,156 posts

Posted January 19, 2018

Report post



Does anyone know what this error causes? It happened sometime but not at every flight:

```
(Filename:  
C:/buildslave/unity/build/artifacts/generated/common/runtime/UnityEngineDebugBindings.gen.cpp Line: 42)
```

```
AGX Flight Load Vessel  
GUI Delay error 7i  
System.NullReferenceException: Object  
reference not set to an  
instance of an object  
at  
ActionGroupsExtended.AG  
XFlight.LoadVesselDataF  
romPM  
(ActionGroupsExtended.M
```

The entire log can be found here:

[output\\_log.txt](#)

and here

[KSP.log](#)



Quote



**eberkain**

Rocket Scientist



Posted January 20, 2018

[Report post](#)



Is there any way to assign a modifier+key to an action group. I have 18 action groups I need to assign keybinds and I was wanting to use 1-6





Members

+ 345

869 posts

Location: Alabama

on the numpad modified with shift+,  
ctrl+, alt+



Quote



## Brigadier

Rocketeer



Members

+ 356

1,223 posts

Location: Kanada

Posted January 22, 2018

Report post



(edited)

If I'm not mistaken, if you open AGX and assign an action to a key, if you click on the Keybinding button to open the Keycodes, the two buttons to the left of the "Keycodes" title (which show as None and None; I don't know why) toggle the two mod keys. I'm not sure which does what, though, as I've never had to use them.

Edit: After a brief test, what I wrote didn't work, so I really have no idea. I thought it was possible.

Edited January 22, 2018 by Brigadier



Quote



[How To Get Support - Technical Support \(modded installs\)](#)

# eberkain

Rocket Scientist



Members

+ 345

869 posts

Location: Alabama

Posted January 22, 2018

Report post



I'm also getting a metric ton of log spam. I'm not sure if its coming from AGX or kOS? Is there a way to disable these messages?

```
[LOG 06:00:39.813] AGX
```

```
Call: group ggate 204  
for active vessel
```

```
[LOG 06:00:39.814] AGX
```

```
Call: group state for  
205 for vessel
```

```
2214072152
```

```
[LOG 06:00:39.815] AGX
```

```
Call: group ggate 205  
for active vessel
```

```
[LOG 06:00:39.816] AGX
```

```
Call: group state for  
206 for vessel
```

```
2214072152
```

```
[LOG 06:00:39.817] AGX
```

```
Call: group ggate 206  
for active vessel
```

```
[LOG 06:00:39.818] AGX
```



Quote



# linuxgurugamer

The light at the end of the  
tunnel may be an oncoming  
dragon



Members

+ 14,463

17,659 posts

Location: At SpaceTux  
Industries HQ

Posted January 22, 2018

Report post



On 1/22/2018 at 10:05 AM,  
eberkain said:

I'm also getting a metric ton of  
log spam. I'm not sure if its  
coming from AGX or kOS? Is  
there a way to disable these  
messages?

```
[LOG 06:00:39.813]
```

```
AGX Call: group  
gtate 204 for  
active vessel
```

```
[LOG 06:00:39.814]
```

```
AGX Call: group  
state for 205 for  
vessel 2214072152
```

```
[LOG 06:00:39.815]
```

```
AGX Call: group  
gtate 205 for  
active vessel
```

```
[LOG 06:00:39.816]
```

```
AGX Call: group  
state for 206 for  
vessel 2214072152
```

```
[LOG 06:00:39.817]
```

```
AGX Call: group
```

Looks like it's AGExt, I'll get an update  
out in a bit to fix it.



Quote



I stream on Twitch on Sunday evenings: ✕ ▾

<https://www.twitch.tv/linuxgurugamer>

**Read this BEFORE asking for support:** <http://forum.kerbalspaceprogram.com/index.php?/topic/83212->

## linuxgurugamer

The light at the end of the tunnel may be an oncoming dragon



Members

**+ 14,463**

17,659 posts

Location: At SpaceTux Industries HQ

Posted January 22, 2018 Report post ✕ ▾

New release, 2.3.2:

- Added Log module
- Changed all Debug.Log to Log.Info

This removes all the log spam reported above



Quote

Drew Kerman likes this



I stream on Twitch on Sunday evenings: ✕ ▾

<https://www.twitch.tv/linuxgurugamer>

**Read this BEFORE asking for support:** <http://forum.kerbalspaceprogram.com/index.php?/topic/83212->

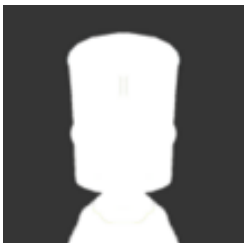
## armegeddon

Bottle Rocketeer



Posted January 24, 2018 Report post ✕ ▾

I think you may have forgot to include the localization info with the last update. In the Action groups box it just shows "#<string>" instead of the old



Members  
+ 29  
75 posts

button descriptions. I will take a screenshot next time I start the game if you need more information.

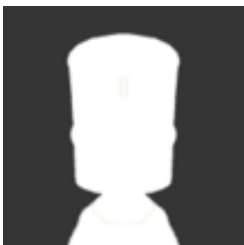


Quote



tm24fan8

Newbie  
●



Members  
● 0  
2 posts

Posted January 26, 2018 Report post

On 1/24/2018 at 3:11 AM, **armegeddon** said:

I think you may have forgot to include the localization info with the last update. In the Action groups box it just shows "#<string>" instead of the old button descriptions. I will take a screenshot next time I start the game if you need more information.

I have this issue as well since the latest update. Screenshot [here](#) if it helps any. Let me know if you need anything else!



Quote



# linuxgurugamer

The light at the end of the tunnel may be an oncoming dragon



Members

+ 14,463

17,659 posts

Location: At SpaceTux Industries HQ

Posted January 27, 2018  
(edited)

Report post



Will be fixed this evening. The Localization folder was not included, sorry

Edited January 27, 2018 by linuxgurugamer



Quote



I stream on Twitch on Sunday evenings:



<https://www.twitch.tv/linuxgurugamer>

**Read this BEFORE asking for support:** <http://forum.kerbalspaceprogram.com/index.php?/topic/83212->

# linuxgurugamer

The light at the end of the tunnel may be an oncoming dragon



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New release, 2.3.2.1

- Moved Localization folder into AGExt (was being missed by Jenkins)



Quote

Drew Kerman, Jebbs\_SY and tm24fan8 like this



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[Read this BEFORE asking for support:](#) <http://forum.kerbalspaceprogram.com/index.php?/topic/83212->

## eightiesboi

Spacecraft Engineer



Members

+ 125

378 posts

Location: San Frankerbal

Posted January 29, 2018

[Report post](#)



I didn't have the localization issue problem UNTIL the update... lol! I do now, same as the screenshot above. I have reinstalled with no joy.

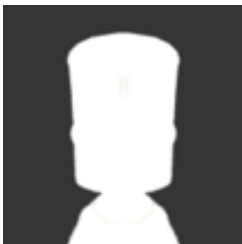


Quote



## serjames

Rocketeer



Members

+ 6

27 posts

Posted January 29, 2018

[Report post](#)



Yep it's still not working - showing strings rather than proper titles. :-)



Quote



1

2

3

4

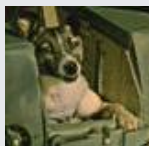
5

6

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[1.8.x] Action Groups ReExtended: 250 Action Groups, in-flight editing.

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