

# CONFIGURABLE CONTAINERS CKAN

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Game Version: 1.8.1



Source code: <https://github.com/allista/ConfigurableContainers>



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Mod Website: [Forum Thread \(http://forum.kerbalspaceprogra...](http://forum.kerbalspaceprogra...)



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## OUTDATED MOD

This mod is not known to work with the latest version of Kerbal Space Program.  
Proceed with caution.

Information

Changelog

Stats

# CONFIGURABLE CONTAINERS

## Requirements

- ModuleManager  
(<http://forum.kerbalspaceprogram.com/index.php?/topic/50533-12>)
- AT\_Utils ([https://github.com/allista/AT\\_Utils](https://github.com/allista/AT_Utils)) (already included)

## For Players

This mod converts fuel tanks and resource containers so that you can change the resource(s) they hold in Editor and in Flight.

# Supported Mods

Configurable Containers support many part packs and mods:

- **TweakScale**
- **ProceduralParts**
- Parts ++with stock resources++ converted:
  - Stock
  - KW Rocketry
  - Mk2 Expansion
  - Mk3 Expansion
  - SpaceY-Lifters
  - SpaceY-Expanded
  - Fuel Tanks Plus
  - Modular Rocket Systems
  - Standard Propulsion Systems
  - Near Future Propulsion
  - Spherical and Toroidal Tank Pack
  - OPT Spaceplane Parts (made by octarine-noise)
  - ...more will come.
- Supported resources:
  - Stock
  - TAC Life Support
  - Extrapolentary Launchapads
  - Near Future Propulsion
  - All USI
  - All KSPIE
  - ...more will come.

## Types of the Containers

*Tank Type* is a set of resources that, gamewise, have something in common. For example gases, or liquid chemicals, or metals. There are also two kinds of configurable containers.

- **Simple** containers belong to a single Tank Type (which can be changed in Editor) and can hold only a single resource. In flight this resource may be changed only if the container is empty, and only within its Tank Type.
- **Compound** containers are in fact collections of simple containers inside of a single part. In Editor you can partition the inside space of such part, creating as many simple containers as you need. The only restriction imposed by KSP is that a part cannot have two identical resources stored. So if you have two containers for liquid chemicals in a part, only one of them can hold Liquid Fuel.

Compound containers have a dedicated user interface so as not to clutter part menu:



## For Modders

CC is a part of the AT\_Utils ([https://github.com/allista/AT\\_Utils](https://github.com/allista/AT_Utils)) framework.

It provides the **SwitchableTank** module that allows for creation of container parts for predefined sets of resources **switchable in-flight**. Sets are configured in a separate .cfg file and are intended to contain similar things like gases (one set), liquid chemicals (another) and so on.

Another module Configurable Containers provide is the **TankManager** which enables *in-editor* partitioning of a container, effectively converting it into a set of independent SwitchableTanks.

The third, utility module named **SimpleTextureSwitcher** allows you to cycle through a predefined set of textures for the model or a part of the model, so a container may be easily identified.

My patrons on Patreon. Thank you for your support!

- eL.Dude
- Bart Blommaerts

- Layne Benofsky
- Issarlk
- SCESW
- Kevin Casey
- Bob Palmer
- Ryan Rasmussen
- Matthew Zaleski
- Patrice Hédé
- Steve Victory

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

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

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