



CONNECTED LIVING SPACE CKAN

This mod identifies areas within a vessel that can be crewed by Kerbals and through which Kerbals can pass internally to reach other parts that can be crewed.

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Game Version: **1.11.0**

Source code: <https://github.com/codepoetobowden/ConnectedLivingSpace>...

Downloads: **284,844**

Authors: **Papa_Joe, micha**

Mod Website: **Forum Thread**

Followers: **325**

OUTDATED MOD

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

Information

Changelog

Stats



Version 2.0.0.6 for Kerbal Space Program 1.11.0

Released on 2020-12-29

Version 2.0.0.6 - Release 29 Dec 2020 - KSP 1.11.0

- New: recompiled for KSP 1.11.0.
- New: additional part configurations: - bi-tri-quad stack couplers are now passable. - Inline cargo containers are passable.
- New: Restock Plus configuration (by Poodmund)
- Changed: Retargeted to DotNet 4.6.1.
- Changed: Enabled the StackFreedomAddon configurations by default.
- Changed: Enable Optional Passable Parts no longer requires restart.
- Fixed: removed default window position - off-screen for smaller displays.
- Fixed: GetInfo() no longer appends strings ad infinitum (thanks to todi)

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Version 2.0.0.5 for Kerbal Space Program 1.10.1

Released on 2020-06-14

Version 2.0.0.5 - Release 15 Jun 2020 - KSP 1.9.1

- Changed: Mk2 pod top hatch now passable (*evaninehart*).
 - Changed: 1.25m 0.025m adapters now passable.
 - Changed: StationScience Cyclotron and Spectrometer modules no longer passable (by mod author request).
 - Fixed: Highlighting when hatches are opened or closed.
- The full changelog is [here](#).

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Version 2.0.0.4 for Kerbal Space Program 1.9.1

Released on 2020-05-05

Version 2.0.0.4 - Release 05 May 2020 - KSP 1.9.1

- Added Chinese localization (thanks to *Li-Zongyao*)
- Added support for some modified Squad parts (thanks to *Kerbas-ad-astra*)

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Version 2.0.0.3 for Kerbal Space Program 1.9.1

Released on 2020-05-26

- Re-release for KSP 1.8 and later.
 - Integrated several changes/fixes from *taniwha*
- [Link to the complete changelog.](#)

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Version 1.2.6.2 for Kerbal Space Program 1.4.5

Released on 2018-06-14

release v1.2.6.2 release date: 13 Jun 2018

- recompiled for 1.4.5
- incorporate PR #102 Add Italian translation. Thanks to CRL42!
- incorporate PRs #101 from cake-pie make CLS 1.3.1 compatible. Thanks cake-pie!
- Updated KSP-AVC version file to reflect backwards compatibility to KSP 1.3.1
- Fixed Git issue #99 inflatable airlock deploy/retract does not update clsvessel state. Incorporate PR #100 from cake-pie.
- incorporate PR #98 from cake-pie correct updating cls state on crew movements Thanks cake-pie!
- fixed Git issue #96 localization of certain languages due to string order.
- Added surface attached is passable to structural tubes (Making History).
- Recoupler issue hatch status not changing when opening/closing hatches after recouple

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Version 1.2.6.1 for Kerbal Space Program 1.4.2

Released on 2018-04-10

release v1.2.6.1 release date: 09 Apr 2018

- Made solution structural changes to ensure improved multi developer support and distribution. Reorganized / cleaned up solution folders
- Added missing configs configs to CLSStockFreedomAddon.txt per PR97 by wookieegoldberg, Thanks wookie!
- this updates some renamed parts, and adds some Making history parts.

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Version 1.2.6.0 for Kerbal Space Program 1.4.2

Released on 2018-04-09

release v1.2.6.0 release date: 09 Apr 2018

- Added configs for new Mk1-3 pod to base CLSStock.cfg
- Added configs for Making History Expansion
- Added configs to CLSStockFreedomAddon.txt per PR97 by wookieegoldberg, Thanks wookie!
- this updates some renamed parts, and adds some Making history parts.

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Version 1.2.5.8 for Kerbal Space Program 1.4.1

Released on 2018-03-18

release v1.2.5.8 release date: 17 Mar 2018

- New: Recompiled for KSP 1.4.1
- Fixed: CLS ApplicationLauncher Button is blurry in KSP 1.4 update. Updated textures to 128x128 px. Git issue #95.
- Added back in Recoupler support. Previous PR#83 accidentally removed it. Merged PR#94. Git issue #85.

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Version 1.2.5.7 for Kerbal Space Program 1.3.1

Released on 2018-01-30

release v1.2.5.7 release date: 30 Jan 2018

- Changed: Color for "No" response in information displays changed from Maroon to OrangeRed to improve readability (contrast)
- Fixed: Blizzy's Toolbar wrapper needs updating. Git issue #77
- Fixed: Vessel data is not updated when creating/modifying/deleting a vessel in the Vessel Editor. Git issue #85
- Fixed: Passable strings reversed. Git issue #92. (thanks to eyclov!)
- Fixed: Hatch status reporting error in tweakable. Git issue #93.

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Version 1.2.5.6 for Kerbal Space Program 1.3.1

Released on 2018-01-29

release v1.2.5.6 release date: 29 Jan 2018

- Correct errors in config files for Mod version, and KSP version supported.

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Version 1.2.5.5 for Kerbal Space Program 1.3.1

Released on 2018-01-04

New official release incorporating changes by linuxgurugamer during my absence.

1.2.5.4 beta by linuxgurugamer, released under permission. 1.2.5.5 beta by linuxgurugamer, also released under permission. for these 2 releases go to his git repository. release v1.2.5.5 (official) release date: 03 Jan 2018

New: PR from linuxgurugamer for an Updated CLSB9.cfg: Thanks to @Mine_Turtle: linuxgurugamer has added CDP docking port(supposed to be used with s2 parts) to the list and made s2 crew parts passable, when surface attached. Reason: there is no inline s2 docking adapter, nor it is possible to attach stock docking ports to s2 modules and have crew transfers with CLS. release v1.2.5.4 release date: 28 Oct 2017 (beta by linuxgurugamer)

New: Merged PR from @tyehle: Make kibble storage passable. Fixes #87

New: Merged PR from @yalov: Localizations

New: Merged PR from @cake-pie: Refactor

New: Merged PR from @Kerbas-ad-astra: Some new part configs

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Version 1.2.5.3a for Kerbal Space Program 1.3.0

Released on 2017-06-03

Missed a merge. all release notes from previous version remain the same.

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Version 1.2.5.3 for Kerbal Space Program 1.3.0

Released on 2017-06-02

release v 1.2.5.3 release date: 1 Jun 2017

- New: Added Spanish translation. (Thanks to Deltathiago98!)

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Version 1.2.5.2 for Kerbal Space Program 1.3.0

Released on 2017-06-01

release v 1.2.5.2 release date: 31 May 2017

- New: Added compatibility with Airlock Plus. (thanks to cakepie!)

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Version 1.2.5.1 for Kerbal Space Program 1.3.0

Released on 2017-05-29

release v 1.2.5.1 release date: 29 May 2017

- New: Added support for Recoupler. Modders can now request to merge spaces on reconnect of parts. -----Note to Modders: This changes the CLSInterface.dll, so if you use this and want the new features please include the latest CLSInterface.dll with your mod.
- Misc: Cleaned up text rendering to consistently use C# string interpolation.

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Version 1.2.5.0 for Kerbal Space Program 1.3.0

Released on 2017-05-28

release v 1.2.5.0

- New: Refactored to support KSP 1.3
- New: Implemented Localization system. Now it is possible to translate CLS into other languages. English included to start.
- New: Revised Crew and part display window for spaces. now takes less real estate, and is more intuitive.
- New: Revised Space selection buttons to make it easier to tell which space is selected. Now buttons toggle to allow deselection of a space.

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Version 1.2.4.2 for Kerbal Space Program 1.2.2

Released on 2017-01-17

release v 1.2.4.2 * New: Added a custom event to notify mods that the CLS vessel data has been refreshed. * New: Added a some configs per GitHub issue and PR 79 Thanks Kerbas-ad-Astral

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Version 1.2.4.1 for Kerbal Space Program 1.2.2

Released on 2016-12-31

release v 1.2.4.1

- Fixed: Some parts were not merging spaces event when hatches were opened. GitHub Issue #75. Forum Post: <http://forum.kerbalspaceprogram.com/index.php?/topic/109972-122-connected-living-space-v1240-30-dec-2016-customize-your-cls-parts/&do=findComment&comment=2906269>
- Fixed: NRE generated during Vessel load. The addition of a female kerbal broke the CLS Module attachment code when a vessel is loaded at Flight. (This was a old undetected bug, that may explain some parts not showing as visible)
- Fixed: CLSDefaultPart.cfg was included in distribution. There should only be a CLSDefaultPart.cfg.txt file. Removed. GitHub Issue #78.

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Version 1.2.4.0 for Kerbal Space Program 1.2.2

Released on 2016-12-30

release v 1.2.4.0

- New: Refactored to support KSP 1.2.2.
- New: Completely refactored method used to Add hatches to vessels. Now utilizes a module manager config, eliminating prefab manipulation in game.
- New: Code refactored to improve performance and garbage collection.
- Fixed: Some parts containing ModuleDockingNode without a referenceNodeName would be rendered impassable in some nodes.
- Fixed: NRE generated during Vessel load. The addition of a female kerbal broke the CLS Module attachment code when a vessel is loaded at Flight. (This was a old undetected bug, that may explain some parts not showing as visible)
- Fixed: Spammed Index out of range error during space changes while CLS Window is opened.

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Version 1.2.3.0 for Kerbal Space Program 1.1.3

Released on 2016-08-26

release v 1.2.3.0

- New: Added support for intercepting Parts selection list during stock Transfer target part selection. A part not in the same space will be unselectable and is highlighted orange like full parts.
- New: Added support for overriding the "Allow unrestricted Crew Transfers" in CLSInterfaces.dll setting via other Mods to prevent "competition" between mods when handling stock crew transfers.
- New: Updated config for Docking Port Jr. Squad now says that a kerbal can squeeze thru.
- New: Refactored code to improve performance, reduce garbage collection, & use Explicit typing.
- Fixed: CLS windows now properly close when changing scenes.
- Fixed: In the Editor, part highlighting does not work correctly when adding new crewable parts.

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Version 1.2.2.1 for Kerbal Space Program 1.1.3

Released on 2016-07-24

release v 1.2.2.1 * Fixed: Stock Crew Transfer fails for "not in same space" even when the 2 parts are in the same space.

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Version 1.2.2.0 for Kerbal Space Program 1.1.3

Released on 2016-07-08

release v 1.2.2.0 * New: Refactored Stock Crew Transfer Handler to use new KSP 1.1.3 events to pre-empt the transfer if disallowed by CLS.

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Version 1.2.1.5 for Kerbal Space Program 1.1.3

Released on 2016-06-14

release v 1.2.1.5 * Fixed: Finally squashed NullRef exceptions when RemoteTech is installed. * New: Added Distribution folder to project for ease in locating binaries from Git. * New: Added folder check for PluginData to ensure proper config file creation when Mod is installed.

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Version 1.2.1.4 for Kerbal Space Program 1.1.2

Released on 2016-06-05

release v 1.2.1.4 * Fixed: NullRef exceptions when RemoteTech is installed. * New: Moved configuration file from GameData root folder to GameData/ConnectedLivingSpace/Plugins/PluginData folder to comply with KSP folder standards for mods.

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Version 1.2.1.3 for Kerbal Space Program 1.1.2

Released on 2016-05-28

release v 1.2.1.3 * New: Changed behavior of CLSClient.cs (API wrapper class) to prevent additional assembly scans when called. Ref Git Issue #72. * New: Added new configs for Taurus HCV. Git Issue #71 * New: Added config changes for KOSMOS SSPP Git Issue #69 * New: Refactoring for KSP 1.1.2 (WIP)

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Version 1.2.1.2 for Kerbal Space Program 1.1.2

Released on 2016-05-20

release v 1.2.1.2 * Fixed: When a Stock Crew transfer is overridden, the override message is not properly displayed. * Fixed: When a Stock Crew transfer is overridden, the original move message is not properly removed.

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Version 1.2.1.1 for Kerbal Space Program 1.1.2

Released on 2016-05-15

release v 1.2.1.1 * Fixed: Null reference errors. * Fixed: Window would not open

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Version 1.2.1.0 for Kerbal Space Program 1.1.2

Released on 2016-05-12

release v 1.2.1.0 * New: Updated mod for KSP 1.1.2 compatibility.

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Version 1.2.0.9 for Kerbal Space Program 1.1

Released on 2016-04-14

changelog:

pre-release v 1.2.0.9 * New: Updated mod for KSP 1.1 compatibility. * New: Corrected Stock Screen Messages so that they are properly removed when CLS overrides a Stock Crew Transfer. * Fixed: CLS would not display a window when the stock icon was clicked. * Fixed: CLS should now only display 1 icon in Editor or Flight. Removed redundant icon call in Start, now that stock buttons now behave as intended.

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Version 1.2.0.2 for Kerbal Space Program 1.0.5

Released on 2016-03-22

release v1.2.0.2 - 21 mar 2016

- New: Added Changes to configurations based on conversations in forums and a Pull Requests by Technologicat, khr1574n & Kerbas-ad-astra.
- Fixed: Correct build deploy automation to project (missing icons for blizzy).
- Fixed: CLS tweakables incorrectly visible when custom passability is disabled.

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Version 1.2.0.1 for Kerbal Space Program 1.0.5

Released on 2016-02-20

Version 1.2.0.0

makes CLS KSP 1.0.5 ready, and adds a new feature to the VAB/SPH Customizable Part configs for CLS. This feature is off by default. Refer to the CLS Wiki for more details on this handy new feature.

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