

KSP

AVC

KSP-AVC Add-on Version Checker

Mods

254,103 Downloads   Last Updated: Oct 13, 2016   Game Version: 1.3

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 Install

Description

Files

Images

Source 

Relations

This project is abandoned and its default file will likely not work with the most recent version of Kerbal Space Program. Whether this project is out of date or its author has marked it as abandoned, this project is no longer maintained.

Official Forum Thread

View Online ReadMe File

Description

On starting KSP this plugin will search your game directory for '.version' files. It will then proceed to check each one for version related issues. If any issues are found, an issue monitor will be displayed notifying you of what they are. There are two main types of version issues, with the first being related to the add-on's version and the second being its compatibility with your version of KSP. Some add-ons will also support a download option in their version check. If you require an update of an add-on and it has a download location set, you will be given a button which will open up your default browser and take you there. This could link directly to the .zip file or to a page with details on how to update. Note that you will need to close down KSP, install the updates and then restart KSP for them to work.

Installation

Copy the complete folder and contents of KSP-AVC into the GameData directory within your Kerbal Space Program installation.


For simple management of your version files for developers your can use the KSP-AVC Online website at: [ksp-avc.cybutek.net](#).

DONATIONS

Completely voluntary, absolutely amazing, and really does help me out a lot!

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220462


May 12, 2014

Oct 13, 2016


254,103

GNU General Pub...


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KSP-AVC-1.1.6.2.zip



Oct 13, 2016





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H1 H2 H3 H4 H5 H6


B I

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Post Reply

 AstromanGamingOfficial

Posted Oct 9, 2017

#7


1.3.1 Plz

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 BitsBytesGaming

Posted Dec 10, 2017

#8

In reply to **xXSamBelangerXx**:  
This mod is compatible with 1.3.1, but sometimes the .version file is not updated or left with a simpler version number to avoid confusion. This can cause issues when CKAN tries to install something, but is usually fixed by just installing the item manually.  
Last edited by BitsBytesGaming: Dec 10, 2017


Tools

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 AstromanGamingOfficial

Posted Oct 9, 2017

#6


1.3.1 Plz

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 \_ForgeUser21123405

Posted Jun 10, 2016

#5


issues with turbo.....says it is not compatable

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 \_ForgeUser18754770

Posted Mar 1, 2015

#3


not for .90??

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 \_ForgeUser16798766

Posted Sep 5, 2014

#2


Is there a list of ALL the "KSP AVC ready" add on's? Pulln my hair out trying to get everything I want to work, to work in x64.... Im thinking maybe if I stick with AVC ready addons this might go better. I have a mod SOMEWHERE that has to be writing a file that is breaking my game. It works fine one day, then the next time I play I have problems, the game crashes, and I have to basicly start over installing mods. It took me almost a month to find one of my problem mods, and evidently, I have another problem child lol... If my stock game on x64 has any warnings(in debugging), like "high logic" should i start there?

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 noo0va

Posted Apr 28, 2015

#4

There is his website : <http://ksp-avc.cybutek.net/>


But, because you are on x64, add-on compatibility is already sketchy at best.

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 beetlecatone

Posted May 15, 2014

#1

Nifty!

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