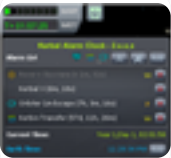# Kerbal Alarm Clock

Mods

436,717 Downloads   Last Updated: Nov 9, 2019   Game Version: 1.8

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Project ID	220289
Created	May 7, 2014
Updated	Nov 9, 2019
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With the Kerbal Alarm Clock you can create alarms for the following situations:

- **Raw time alarms** – created for either a specific date/time or a specific period in the future;
- **Manuever node** – create an alarm based on the next maneuver node on the current ships flight path. This node will be stored and can be restored when you come back to the ship. You can now also set the alarm clock to monitor for maneuver nodes and create alarms as these are created New in 2.6.3. Now has threshold for auto adds;
- **Other flight path nodes** – Apoapsis, Periapsis, Ascending Node and Descending node. These can be configured to track changes as they approach as well;
- **Launch Rendezvous** – Alarm that can be set to fire as your landed craft passes under the orbit of your target New in 2.6;
- **SOI Point** – create an alarm manually based on when the next SOI point is on the flight path, or set the alarm clock to continually monitor the active flight path and add alarms as it detects SOI changes (there is also a background check you can enable for ships to notice simple name changes in the SOI for any background vessel, but it will not slow time before hand and will miss the SOI change by a fair margin under warp);
- **Closest Approach** – create an alarm based on the closest Approach of this Vessel to the targetted Vessel. Select how many orbits into the future to look for the closest approach;
- **Target Distance** – create an alarm based on distance to a target vessel or altitude from the orbited (or next patch) planet New in 2.6;
- **Transfers**- create an alarm based on Interplanetary Transfer Phase Angles – ie. When should I launch to planet X – Based on Kosmo Not's post and used in Olex's Calculator;
- **Crew**- Set an alarm for a Kerbal so that you can come back to them after a set time – regardless of the vessel they are in New in 2.6. Now stores Taregts and Maneuver Nodes;
- **"Earth Time"** – create an alarm based on the time in the "Earth" alternative Universe (aka the Real World);

Comments

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Drakkuz17 ▾   Posted Nov 21, 2018   #41

Thi is super super usefull! please update it do 1.5.1 please

kspfreakk ▾

Posted <u>Mar 13, 2018</u>   #40

Hi, I have only just installed this mod together with Transfer Window Planner. In videos I have seen they look really useful, but with KSP 1.4 they do not work. Is it going to be updated at 1.4.1 just as TWP? I really hope so.

_ForgeUser2968210 ▾

Posted <u>Feb 6, 2018</u>   #39

Hi, I love this mod and depend on it for playing. However, after the last update it doesn't appear anymore. I have the latest version of KAC, but it is no longer being recognized. Is there a way to have Kerbal use the latest version of KAC even if KAC isn't updated for a while? Thanks in advance for any answers!

_ForgeUser15950293 ▾

Posted <u>May 29, 2017</u>   #37

Great Mod. Very helpful with gameplay and being able to jump to a ship based on settings to ensure no one every misses a specific event for a maneuver. Looking forward to your version that will work with 1.3

KON

_ForgeUser6730482 ▾

Posted <u>Jun 5, 2017</u>   #38

yo dude, look at the comment below: latest version available here
https://github.com/TriggerAu/KerbalAlarmClock/releases
Last edited by _ForgeUser6730482: <u>Jun 5, 2017</u>

_ForgeUser3757100 ▾

Posted <u>Oct 23, 2016</u>   #35

KAC v3.8.0.0 is available for KSP 1.2 here https://github.com/TriggerAu/KerbalAlarmClock/releases

Drarkan ▾   Posted <u>Oct 20, 2016</u>   #34

Yes i would like this mod too, is there a dev file for it?

_ForgeUser20361842 ▾   Posted <u>Sep 20, 2016</u>   #32

When will you update it for KSP 1.2 (it is not working in pre-release even if I tweak the version check)?

And this is the most important mod in the game, thanks for all your work.
Last edited by _ForgeUser20361842: <u>Sep 20, 2016</u>

_ForgeUser3757100 ▾   Posted <u>Sep 21, 2016</u>   #33

> **Quote from lord_pit >>**
> When will you update it for KSP 1.2 (it is not working in pre-release even if I tweak the version check)?
>
> And this is the most important mod in the game, thanks for all your work.

 Seconded. Also why isn't this mod significantly more popular? Are there other mods that have this integrated into them in some other fashion?
TriggerAu, thank you sincerely for the mod. It's the only mod I use and it is absolutely indispensable. 1.1.3 added the maneuver node tracking into the tracking station but it just simply isn't enough. You can't sort them by time to node or set custom times in the stock game. Seriously don't know how anyone plays without this mod, it just saves so much time not having to constantly go back to the tracking center and check the rest of my craft for their next event.

_ForgeUser24440718 ▾   Posted <u>Jul 28, 2016</u>   #31

Is anyone else having problems with transfer windows by "formula"?

_ForgeUser20361842 ▾   Posted Jun 23, 2016   #30

I tried few versions with the newest too but always with the same error, please help - KSP 1.1.3

```
Year 2, Day 198 - 5h, 25m
+ d n List    Kerbal Alarm Clock - 3.6.1.0
```

_ForgeUser25808158 ▾   Posted Jun 22, 2016   #28

Wish to express sentiments of others here, this mod is invaluable. KSP 1.1.3 and no KAC :-(.
Without it, the game is so frustrating. find myself spending so much tedious and unrewarding time
trying to manually manage time warpsp constantly going back to saves because I've overrun.
Hope a 1.1.3 patch is not far away. All my thanks.

_ForgeUser24440718 ▾   Posted Jun 11, 2016   #26

1.1 kac not working for transfers :(pls fix

triggerau_ ▾   Posted Jun 12, 2016   #27

If you dont mind can you pop over to the forum thread and tell me whats not working for you?

tott999 ▾   Posted May 16, 2016   #25

A very useful mod! Can't play without. Thank You TriggerAu.
Any plans on when you will update the Transfer Window Planer? Loved that mod too and cannot
get it to run on 1.1.2

_ForgeUser9225417 ▾   Posted <u>May 3, 2016</u>   #24

could we please have this on spacedock. It's basically a new kerbal stuff

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_ForgeUser24583654 ▾   Posted <u>Apr 26, 2016</u>   #23

Up and Running again with 1.1 and Alarm Clock working perfectly.   Ever so grateful. This Mod really does open the game to some well timed challenges and helps conserve resources and time. It is sometimes hard to remember that it is not part of the standard game.

FedaykinWolf ▾   Posted <u>Apr 25, 2016</u>   #22

Thank you thank you thank you!!

_ForgeUser24594629 ▾   Posted <u>Apr 25, 2016</u>   #21

Works with KSP 1.1 now! Can also be found on CKAN. Thank you very much!

_ForgeUser24583654 ▾   Posted <u>Apr 24, 2016</u>   #20

Kerbal Alarm Clock is probably the most useful Mod available for players running many missions concurrently (I think last count was some 40 active flights). It is unobtrusive and makes the experience of the game immeasurably greater. Funny how simple things can become so intrinsic to our habits that we take them for granted. I miss it and without it, KSP is virtually unplayable; certainly not enjoyable. I played only five minutes of 1.1 and gave up. I watch the updated mods list three times a day and wring my hands. What is compulsive to do? EUIV and Spacechem are poor substitutes.

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