

# KERBAL OBJECT INSPECTOR

View and inspect any object and its components in any KSP game scene.

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License: **GPLv3**



Game Version: **1.0.5**



Source code: **Nifty255/KerbalObjectInspector**



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Author: **Nifty255**



Mod Website: **Forum\_Thread**



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## OUTDATED MOD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

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## v1.0: Release

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Created by: Nifty255

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This mod is in RELEASE. However, bugs can still happen. If you have a bug, or a suggestion, please leave it in a mature manner.

FEATURES:

Kerbal Object inspector is a plugin which allows mod developers to see exactly what's going on in the background of any game scene by listing every game object and their properties.

- Easy to use interface.
- Lists all game objects, mesh or not.
- Organizes game objects based on the Unity hierarchy. Child objects are displayed indented under parent objects.
- Displays transform and other component information for any game object.
- Efficiently renders a wireframe on any game object with a mesh.
- Objects that are a parent of the selected object have dimmer wireframes.