ShipManifest
Mods

1,056 Downloads   Last Updated: Dec 30, 2020   Game Version: 1.11.0

Download   Install

Description   Files   Images   Issues   Source   Relations

ABOUT

Ship Manifest **is a tool to manage your ship's "things".**

@Papa_Joe originally started with *Crew Manifest* as a basis for this work. Great thanks go out to **@vXSovereignXv** for creating *Crew Manifest*, and **@sarbian** for contributions to and continuing maintenance of *Crew Manifest*.

Crew Transfers are only a small part of what *Ship Manifest* can do now. It can be used to move Crew, Science, and Resources from part to part within your ship or station. It also manages docked vessel refueling, hatches, deployable solar panels, antennas, and lights. Kinda like your ship's bridge...

Ship Manifest has a LOT of flexibility and a lot of options. So much is available that is NOT seen in a default installation (Realism mode set ON by default) that you may be missing a lot of what SM has to offer. Please go to the Settings Window to see what options are available, and play with them. You will be surprised at the number of features that exist in this tool. You can configure SM to be pretty much exactly what you want. You want a "realistic" experience? Check. You want to be a god and chafe at realism mode restrictions? Check.

Resources
More information about Ship Manifest can be found on the **Forum Thread**.

Comments

| H1 | H2 | H3 | H4 | H5 | H6 | | B | I | | | | | | |

When posting, please be sure that the content of your post does not violate our **Terms of Service**

Post Reply

Be the first to Post a Comment for ShipManifest.

About Project   🚩 Report

Project ID	391454
Created	Jun 23, 2020
Updated	Dec 30, 2020
Total Downloads	1,056
License	**Custom License**

❤ Follow

Categories

Members

Micha_uk
Owner

papa_joe
Former Author

Recent Files

R ShipManifest-6.0.2.0_20201...
Dec 30, 2020