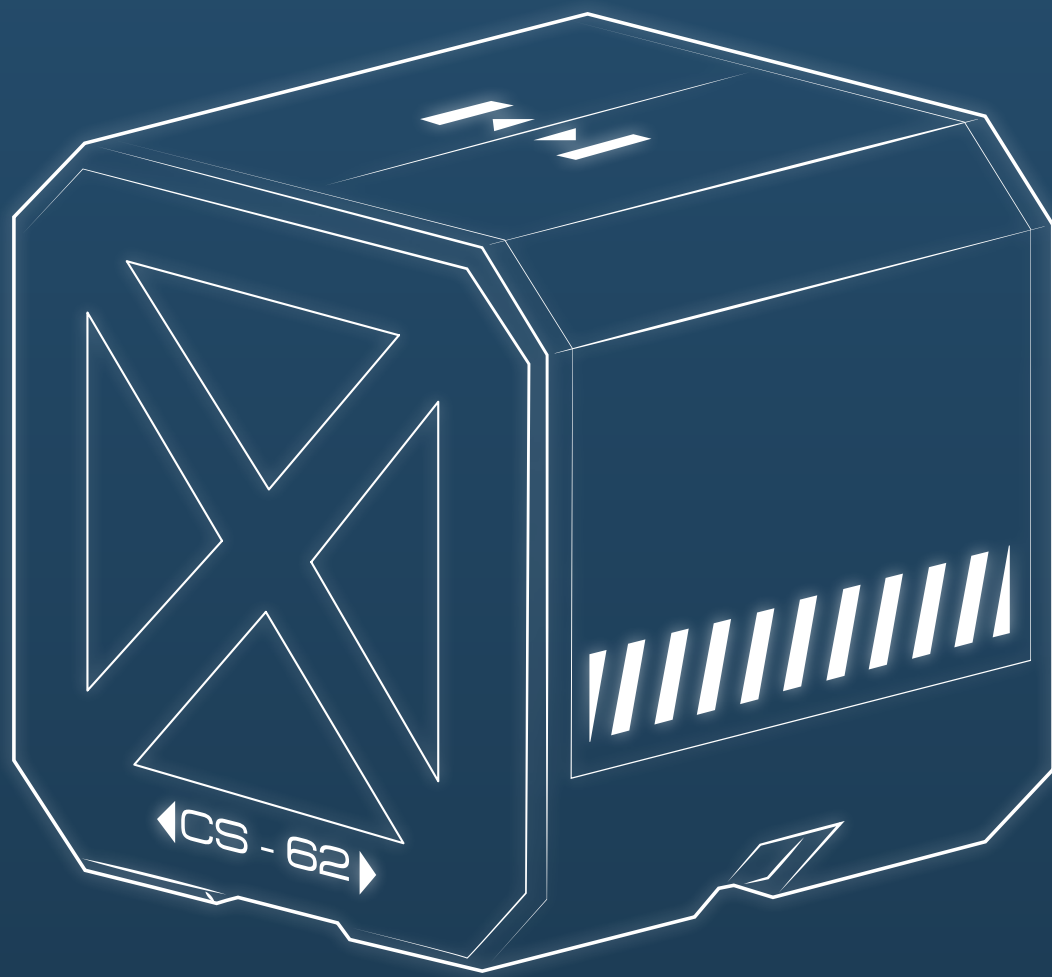
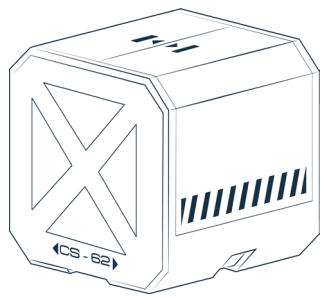


KERBAL INVENTORY SYSTEM



USER GUIDE

KERBAL INVENTORY SYTEM



WELCOME TO KIS USER GUIDE

Kerbal Inventory System (KIS) is a mod adding a brand new inventory system to Kerbal Space Program.

Originally part of our other mod : Kerbal Attachement System (KAS), we decided to create a dedicated mod as we improved many features and wanted to make it easier for other modders to create their own contents for KIS.

This guide will help you understand the features and possibilities of our mod.

We hope you will enjoy it!

Kospy & winn75

FEATURES

- Inventory for every crew member to store multiple parts and items.
- Containers and container mounts : store more spare parts in your vehicle a cleaner an easier way.
- EVA items and tools : Equip your Kerbals and use tools as electrical screwdriver and more...
- Build your own vehicles in deep space and fix your broken ships.
- Gameplay focused features as clear GUI and drag and drop system for quick, effective and fun interactions.

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01 CONTAINERS EDITION IN VAB/SPH



-01-
ADD A MOUNT
ON YOUR SHIP.



-02-
ATTACH A CONTAINER
TO THE MOUNT.



-03-
RIGHT CLICK
ON THE CONTAINER
TO OPEN IT.



-04-
DRAG (HOLD) AND DROP PARTS FROM PARTLIST
TO CONTAINER INVENTORY SPACE.

STACKABLE PARTS SHOW THEIR DEFAULT QUANTITY
RIGHT CLICK ON THEM TO CHANGE STACK QUANTITY
(DEFAULT = x1)

Wernher von Kerman TIPS

- ✓ TOOLS AND EVA ITEMS CAN BE FOUND IN A NEW TAB UNDER SCIENCE CATEGORY.
- ✓ CONTAINERS HAVE A VOLUME LIMITATION. BIG PARTS WON'T FIT IN IT!
- ✓ YOU CAN COPY CONTAINER CONTENTS USING SUB-ASSEMBLY BUT NOT WITH SYMMETRY TOOLS (YET).
- ✓ YOU CAN EDIT CREW INVENTORY BY RIGHT CLICKING ON COMMAND PODS.
- ✓ MOUNTS HAVE A "RELEASE" BUTTON IN THEIR ACTION MENU AND CAN BE USED IN ACTION GROUPS.
- ✓ IN FLIGHT, YOU CAN SPLIT STACK WITH RIGHT CLICK.
- ✓ YOU CAN STACK SIMILAR ITEMS (OR MERGE TWO STACKS) BY DRAG AND DROP ONE TO ANOTHER.



-05-
TWEAKABLE PART CAN BE ADDED IN A CONTAINER
FIRST, ADD THAT PART IN THE EDITOR SCENE,
EDIT IT, THEN DRAG AN DROP IT IN THE CONTAINER.



-06-
TO CHANGE THE NAME OF A CONTAINER
CLIC ON “SET NAME” ON THE LEFT
SIDE OF THE INVENTORY.



-07-
ENTER A CUSTOM NAME
AND CLICK OK TO SAVE IT.

YOUR CUSTOM NAME NOW APPEARS
IN THE INVENTORY WINDOW TITLE.
IT WILL BE ALSO DISPLAYED
IN THE “OPEN INVENTORY” ACTION MENU.

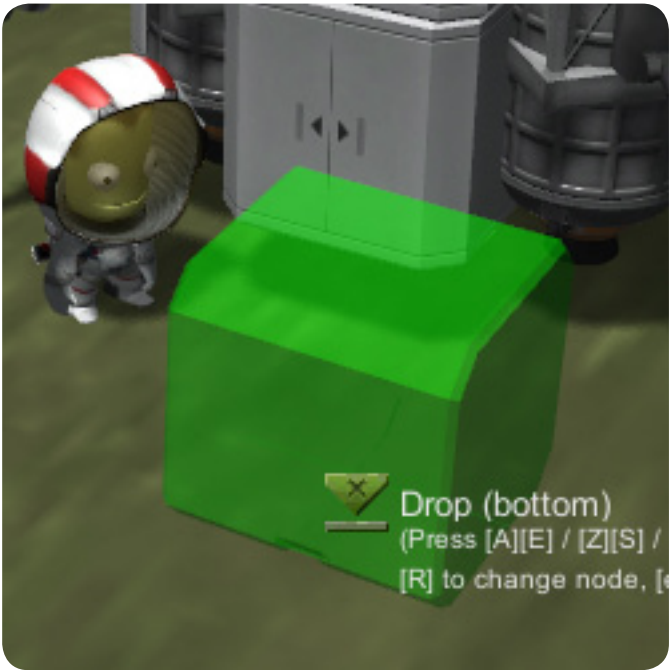
Wernher von Kerman’s TIPS

- ✓ YOU CAN SEE THE CONTENT OF A PART AS A FUEL TANK IN A CONTAINER BY HOVERING YOU MOUSE ON IT.
- ✓ YOU CAN ALSO CHANGE THE NAME OF CONTAINERS DURING MISSION THE SAME WAY.

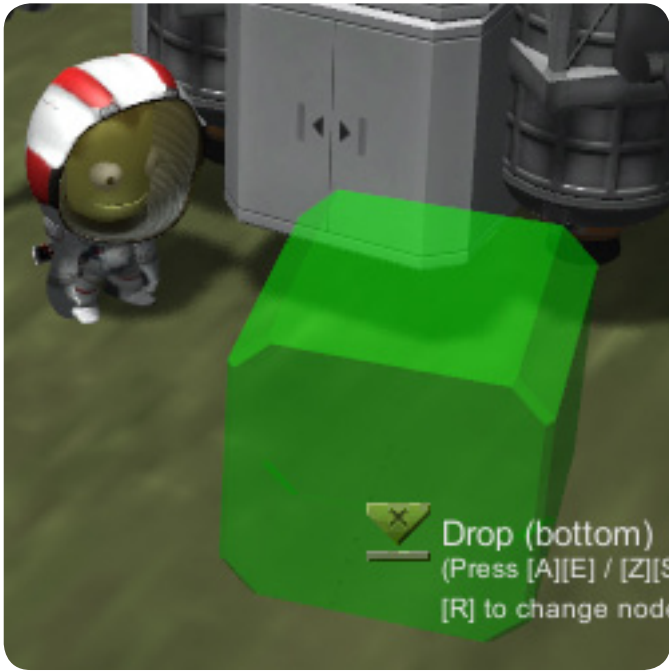
02 CONTAINERS DISMOUNT AND RE MOUNT



-01-
CLICK ON A CONTAINER
HOLDING “G” KEY
WITH A NEARBY KERBAL
TO GRAB IT.



-02-
CLICK ON ANY SURFACE
IN THE REACH OF THE KERBAL
(GREEN ZONE) TO PLACE IT.



-03-
YOU CAN ROTATE ITEM
WHILE PLACING IT USING “WASD +QA”
OR CHANGE THE ANCHOR POINT
WITH “R”.



-04-
GRAB A CONTAINER AND
HOVER IT ON A MOUNT
TO REATTACH IT.

Wernher von Kerman TIPS

- ✓ YOU CAN ALSO RIGHT CLICK ON A MOUNT TO RELEASE A CONTAINER.
- ✓ KEY BINDING IS BASED YOUR ACTUAL KEY SETTING. IT WILL WORK ON QWERTY AS WELL AS AZERTY.
- ✓ YOU WON'T BE ABLE TO GRAB A CONTAINER IF IT IS TOO FAR AND YOU WILL BE WARNED BY A YELLOW ICON.
- ✓ YOU CAN HOLD SHIFT +WASD FOR PRECISE ROTATION WHEN YOU ARE IN DROP MODE.

03

INVENTORY USE
AND PARTS TRANSFER



-01-

YOU CAN QUICKLY OPEN OR CLOSE YOUR CURENT KERBAL’S INVENTORY BY PRESSING “TAB”. YOU CAN ALSO RIGHT CLICK ON HIM TO DO SO.



-02-

YOU CAN OPEN ANY INVENTORY IN REACH OF YOUR EVA KERBAL BY RIGHT CLICKING ON THEM.
(CONTAINERS, OTHER KERBALS, OTHER KERBALS IN COMMAND PODS)



-03-

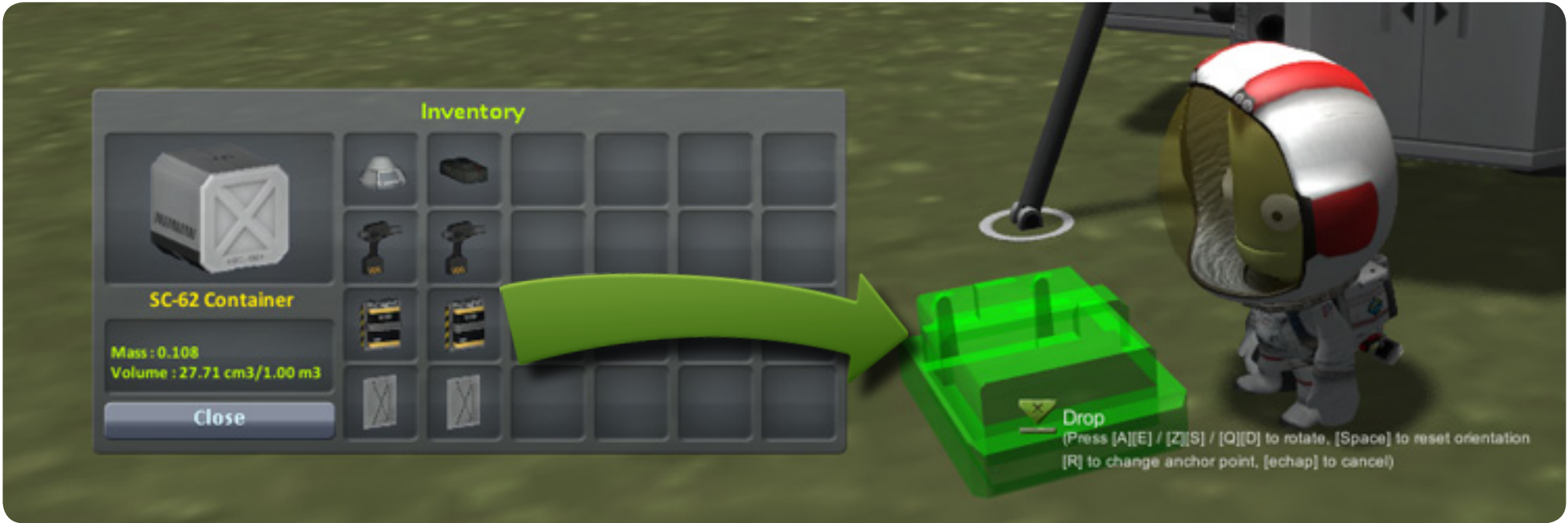
TO TRANSFER ITEMS BETWEEN TWO INVENTORIES, JUST DRAG AND DROP THEM FROM ONE TO ANOTHER.

Wernher von Kerman’s TIPS

- ✓ YOU CAN SEE YOUR KERBAL CLASS (PILOT, ENGINEER, SICENTIST) IN YOUR INVENTORY.
- ✓ YOU CAN’T OPEN AN EXTERNAL CONTAINER REMOTLY). AN EVA KERBAL MUST STAND NEXT TO IT.
- ✓ YOU CAN OPEN MORE THAN TWO INVENTORIES AT THE SAME TIME.
- ✓ “TAB” KEY CAN ALSO CLOSE YOUR ACTUAL KERBAL’S INVENTORY.
- ✓ YOU CAN OPEN ANY IVA KERBAL INVENTORY FROM A SHIP.
- ✓ YOU CAN ALSO OPEN INVENTORIES (AS INTERNAL STORAGE) DEFINED AS ACCESSIBLE FROM INSIDE IN PART.CFG

04

PARTS
MANIPULATION



-01-
YOU CAN TAKE A PART OUT OF A CONTAINER
BY DRAGGING (HOLDING) IT
OUT OF INVENTORY GUI.

-02-
AS FOR CONTAINERS, YOU CAN NOW CLICK
ON ANY SURFACE IN THE REACH
OF THE KERBAL TO PLACE IT.



-03-
AS FOR CONTAINERS, YOU CAN ROTATE PARTS
THE WAY YOU WANT WITH WASD + QE
AND "R" TO CHANGE ANCHOR POINT.

-04-
TO PUT IT BACK IN, MAINTAIN "G"
TO GRAB THE PART, THEN DRAG
AND DROP IT BACK TO INVENTORY GUI.

Wernher von Kerman's TIPS

- ✓ ANY KERBAL CAN MOVE PARTS, BUT HAS A WEIGHT LIMITATION (ONE TONNE FOR NOW).
- ✓ YOU CAN MOVE HEAVIER PARTS WITH MULTIPLE KERBALS IN RANGE (ONE MORE TONNE FOR EACH KERBAL).
- ✓ YOU CAN'T MOVE PARTS WITH OTHER PARTS ATTACHED TO THEM.
- ✓ CONTAINERS CAN BE OPEN EVEN IF THEY ARE ATTACHED ON A MOUNT.
"WASD" + "QE" TO ROTATE, "SPACE" TO RESET ORIENTATION, "R" TO CHANGE ANCHOR POINT, "ESC" TO CANCEL.
- ✓ CHANGING ANCHOR POINT CAN BE REALLY USEFUL TO PLACE PARTS AS GIRDERS OR STRUCTURAL PANELS.

05 EVA USABLE ITEMS AND TOOLS

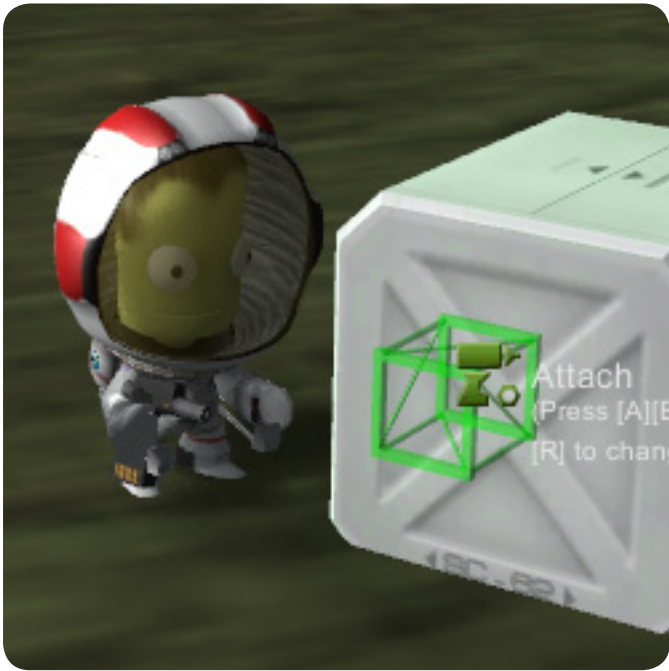
KIS adds different EVA usable items. Some of them are used to showcase the possibility of the mod. Other items such as wrench or electric screwdriver are needed to attach parts.



-01-
ITEMS HAVE A GREEN NUMBER ON
THE TOP LEFT CORNER
IN THE KERBONAUT'S INVENTORY.



-02-
TYPE THIS NUMBER ON YOUR
KEYBOARD TO EQUIP/UNEQUIP
OR PLACE THIS ITEM.



-03-
ONCE AN ITEM IS EQUIPPED YOU CAN
USE IT BY PRESSING "X" KEY.
(CHECK PART ATTACHEMENT PAGE).



-04-
YOU CAN ALSO RIGHT CLICK ON THEM
IN THE INVENTORY TO OPEN
A DEDICATED ACTION MENU
FOR VARIOUS USES.

Wernher von Kerman's TIPS

- ✓ MULTIPLE ITEMS CAN BE EQUIPPED, HOWEVER TWO ITEMS CAN'T BE EQUIPPED IN THE SAME PLACE (FOR EXAMPLE YOU CAN'T HAVE TWO ITEMS IN THE RIGHT HAND).
- ✓ ONLY RIGHT HAND ITEMS CAN BE USED WITH THE "X" KEY.
- ✓ EVA PROPELLANT TANK ONLY USES THE INVENTORY ACTION MENU.

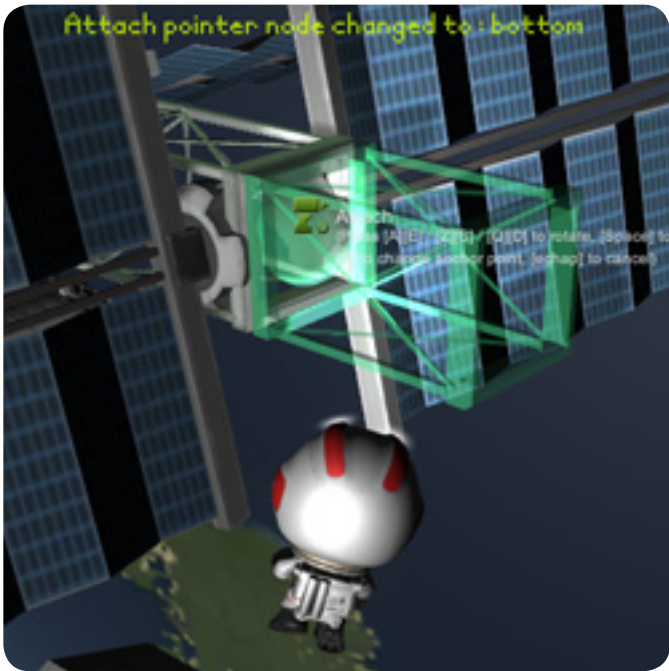
06 PARTS ATTACHMENT AND DETACHMENT



-01-
TO ATTACH PARTS, YOUR KERBAL HAS TO BE AN ENGINEER AND EQUIP SPECIFIC TOOLS AS WRENCH OR ELECTRICAL SCREWDRIVER.



-02-
WHEN YOU ARE IN PLACE MODE, PRESS AND HOLD “X” TO ATTACH A PART TO SURFACES.



-03-
YOU CAN ATTACH PART USING THE NODES BY CHANGING THE ATTACH NODE (“R”KEY).



-04-
TO DETACH PARTS, USE THE GRAB KEY “G” WITH AN EQUIPPED TOOL.

Wernher von Kerman’s TIPS

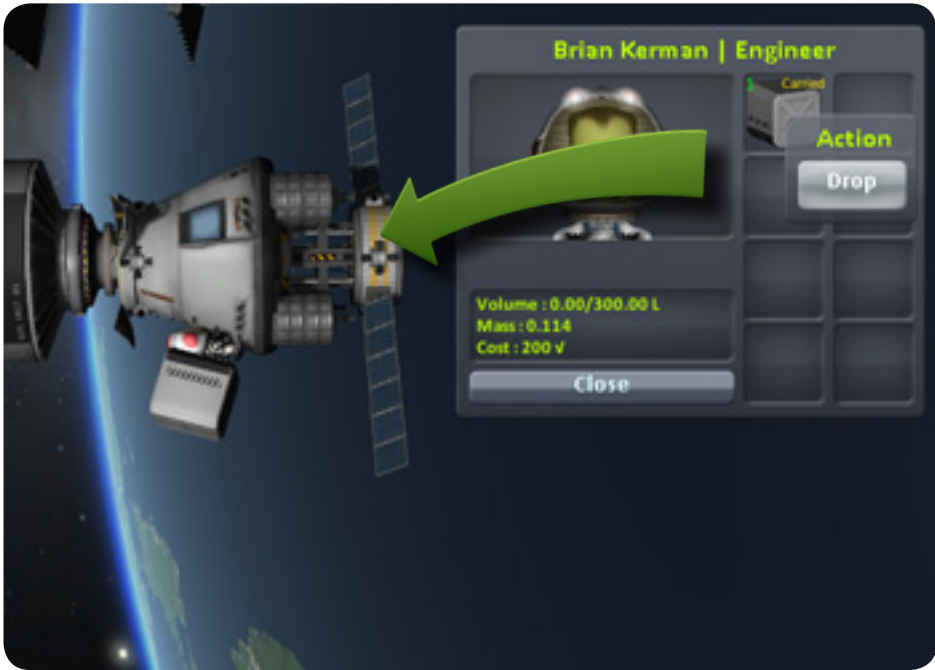
- ✓ CHANGE THE ATTACH NODE WITH “R” KEY TO HELP YOU POSITION THE PARTS THE WAY YOU WANT.
- ✓ CHANGE THE ATTACH NODE TO TO USE STACK NODE ALIGNMENT.
- ✓ PLANET SURFACES ARE NOT ALLOWED AS ATTACHEMENT SURFACES FOR MOST OF THE PARTS.
- ✓ YOU CAN’T DETACH PARTS HAVING OTHER PARTS ATTACHED TO THEM.
- ✓ WRENCHES CAN’T ATTACH PART USING NODE SNAPPING

07 CARRIABLE CONTAINERS & INLINE CONTAINERS



-01-

TO CARRY A CONTAINER ON A KERBAL'S BACK
JUST DRAG AND DROP IT IN HIS INVENTORY.



-02-

TO DROP IT, DRAG AND DROP IT
ON ANY SURFACE OR MOUNT.
YOU CAN ALSO RIGHT CLICK ON THE CONTAINER
IN THE INVENTORY AND USE THE ACTION MENU.



-03-

INLINE CONTAINERS
CAN BE OPEN FROM EVA BUT ALSO IVA.

-04-

THEY CAN STORE MANY PART OR LARGE PART
EVEN SMALLER CONTAINER BUT THEY ARE
HEAVIER AND CAN'T BE MOUNTED.

Wernher von Kerman's TIPS

- ✓ KERBALS CAN'T RUN WITH A CONTAINER ON HIS BACK.
- ✓ DROPPING A CONTAIER WITH THE INVENTORY ACTION MENU CAN BE VERY USEFULL IN SPACE.

SHORTCUT LIST

GRABBING / INVENTORY

G (hold)	Enable grab/detach mode
X	Use equipped right hand item
TAB	Open/close EVA inventory
1 to 8	EVA inventory item shortcut

DROP / ATTACH MODE

Mouse left	Drop/Attach
R	Change anchor node
WASD /EQ	Rotate part by 15° increment
SHIFT + WASD/EQ	Rotate part by 1° increment
ESC or ENTER	Cancel drop/attach mode

EDITOR (VAB/SPH)

while changing quantity in context menu :

SHIFT (hold)	Change stack increment to 10
CTRL (hold)	Change stack increment to 100

SETTINGS.CFG AND KAS COMPATIBILITY

You can find a settings.cfg file in the KIS root folder.
With many editable parameter EVA inventory max volume, or grabbing distance.
The mod is still under ballancing so if you think some parameters are over/under powered,
don't hesitate to set them the way you think is more enjoyable.

IMPORTANT POINT !

KIS is fully compatible with Kerbal attachement System (KAS) mod.
If you're playing with both mods, the only issue you'll have is key mapping.

KAS and KIS both use "G" key by default.

We invite you to open settings.cfg in KAS root folder and to change :

grabPartKey = g by another key as grabPartKey = p

That should do the trick until we update KAS mod ;-)

So now you know everything about how to play with KIS,

HAVE FUN !

Support us

Support & help our mods development
by making a donation

to give us

MOAR BOOSTERS!

(But you can also mail us just to say hi !)

As two 100% pure KSP fans, making mods for KSP

IS AWESOME!

and the greatest things about it is to improve the game experience but also learn things as...

C# Code,
3D models & textures,
game design ,
community feed back,
mod improvement
&
Creation of Fun !

Pretty cool heh?

But THE greatest thing above all is KSP community.

Seriously guys...
you are

EVEN MORE AWESOME!

After hours of work, we have now something we are proud to share with you and we really hope you will enjoy it!
Of course, we still need hard work to improve our mods and we have many other ideas as...

CRAFTING, METAL ORE EXPLOITATION OR EXTRAPLANETARY BUILDING...

So, if you enjoyed our work or want to support and help us with a donation, here's a yellow button :
(Oh and, by the way, if you stop by Nantes (France), let us know, we'll have a beer together)

*"Ok guys,
first round's
on me!"
;) "*



(donations are 100% optional)

Kerbal Systems Team
(Kospy & Winn75)