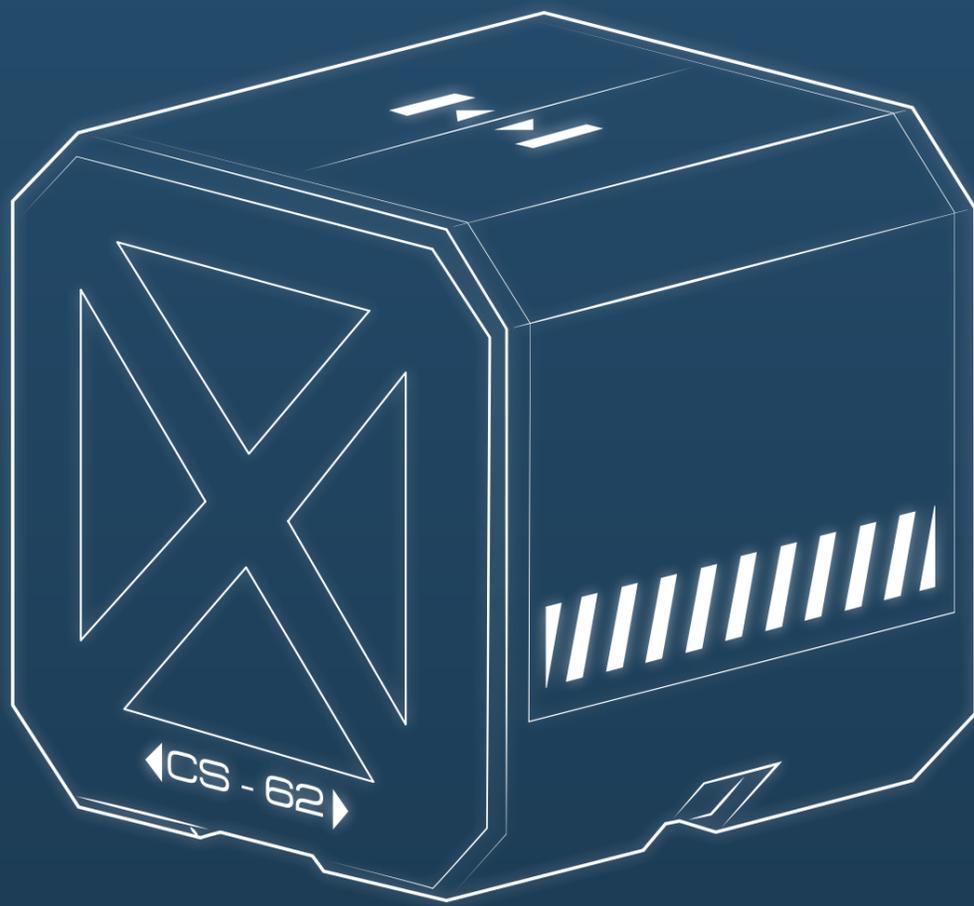
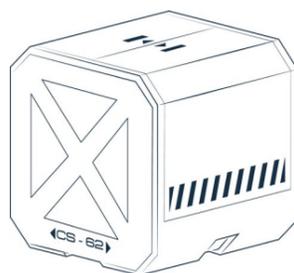


KERBAL INVENTORY SYSTEM



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.

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 (HOLD) AND
DROP IT ON A MOUNT PART
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 CURRENT 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)



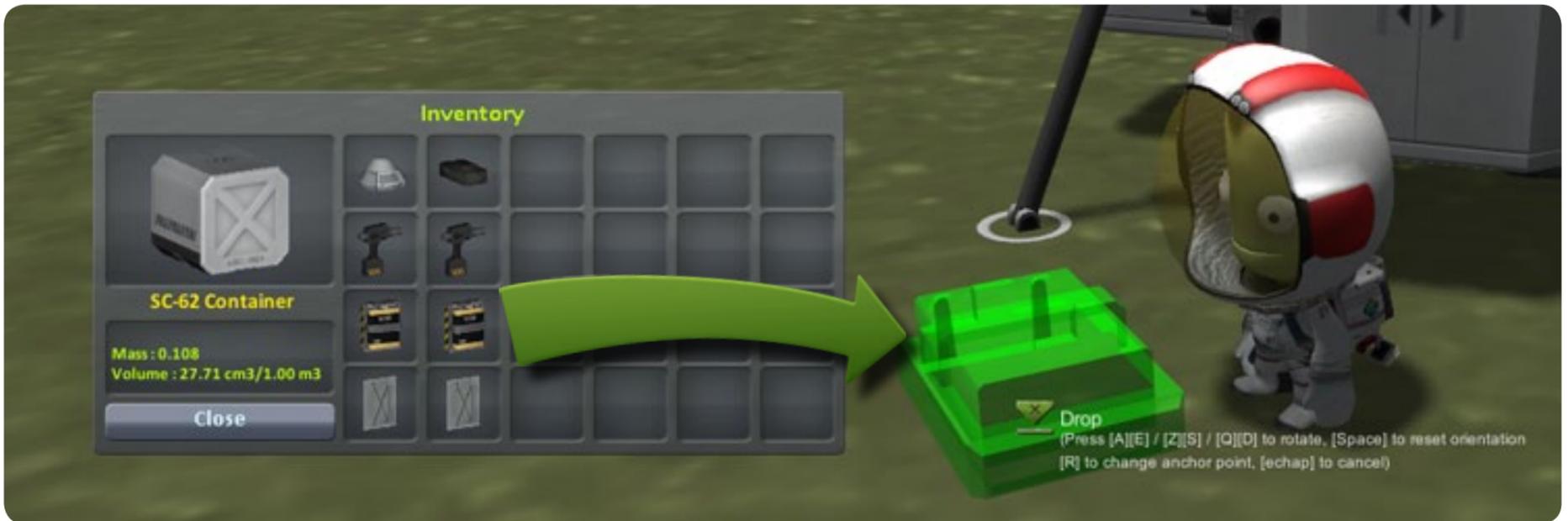
-03-

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, SCIENTIST) IN YOUR INVENTORY.
- ✓ YOU CAN'T OPEN AN EXTERNAL CONTAINER REMOTELY). 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.

06 PARTS ATTACHMENT AND DETACHMENT



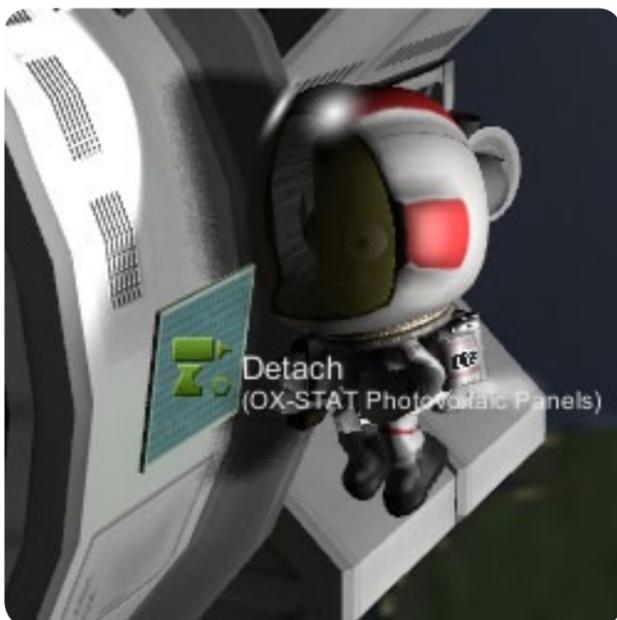
-01-

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-

TO DETACH PARTS, USE THE GRAB KEY "G" WITH AN EQUIPPED TOOL.

Wernher von Kerman's TIPS

- ✓ CHANGE YOUR ANCHOR POINT TO HELP YOU POSITION THE PARTS THE WAY YOU WANT.
- ✓ PLANET SURFACES ARE NOT ALLOWED AS ATTACHEMENT SURFACES FOR MOST OF THE PARTS.
- ✓ YOU CAN'T DETACH PARTS HAVING OTHER PARTS ATTACHED TO THEM.

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 attachment 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)