DISTANT OBJECT ENHANCEMENT CONTINUED CKAN

Distant Object Enhancement Continued is a visual enhancement mod that makes objects realistically visible over large distances.

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Game Version: 1.12.2

Source code: TheDarkBadger/DistantObject

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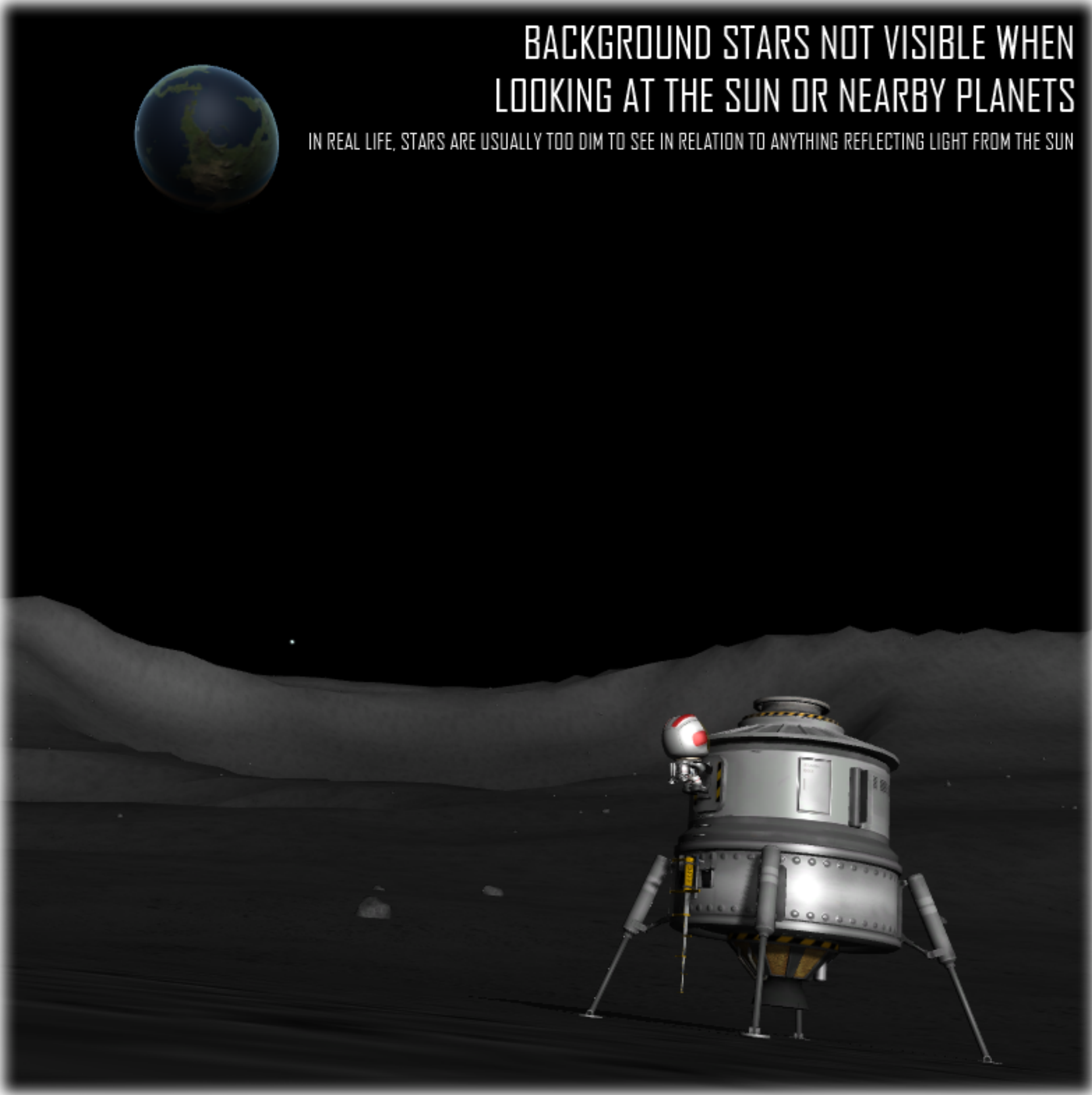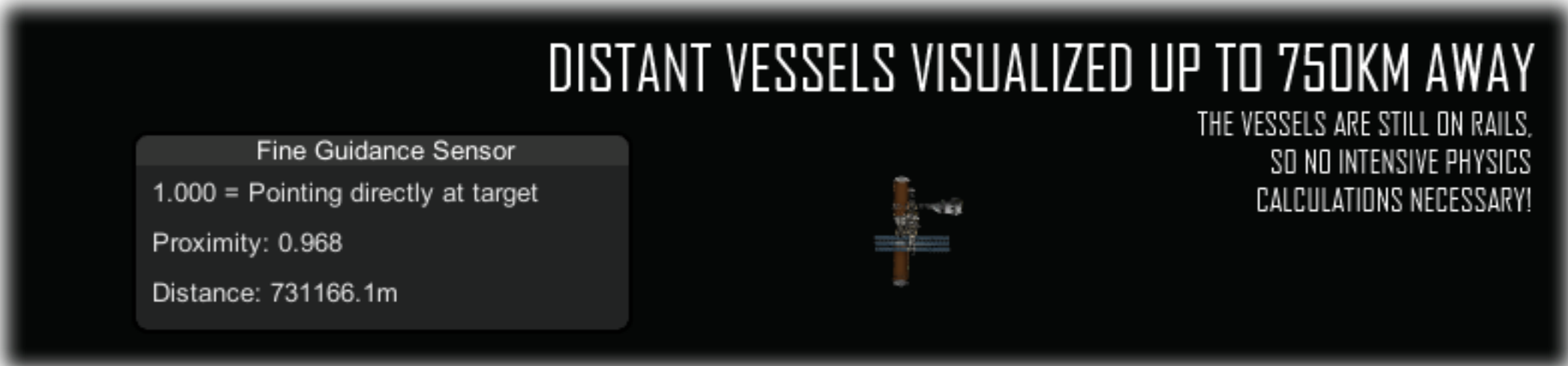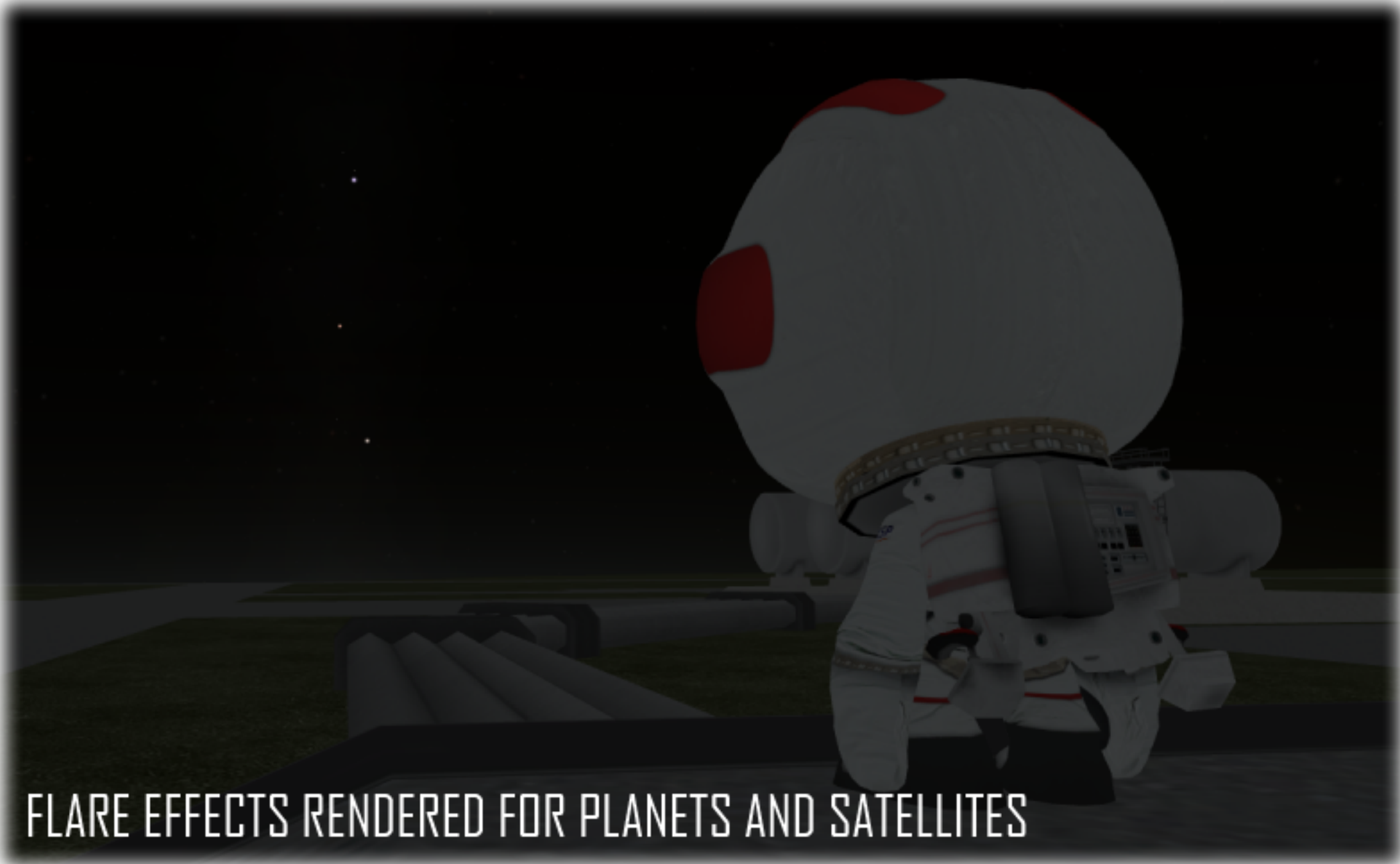**Information**   **Changelog**   **Stats**

Distant Object Enhancement Continued is a visual enhancement mod that makes objects realistically visible over large distances. It is an update of MOARdv's Distant Object Enhancement bis v1.9.1.1, which is a update of Rubber Ducky's Distant Object Enhancement.

I have adopted the mod with permission of MOARdv

FLARE EFFECTS RENDERED FOR PLANETS AND SATELLITES

DISTANT VESSELS VISUALIZED UP TO 750KM AWAY

THE VESSELS ARE STILL ON RAILS, SO NO INTENSIVE PHYSICS CALCULATIONS NECESSARY!

Fine Guidance Sensor
1.000 = Pointing directly at target
Proximity: 0.968
Distance: 731166.1m

BACKGROUND STARS NOT VISIBLE WHEN LOOKING AT THE SUN OR NEARBY PLANETS

IN REAL LIFE, STARS ARE USUALLY TOO DIM TO SEE IN RELATION TO ANYTHING REFLECTING LIGHT FROM THE SUN

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