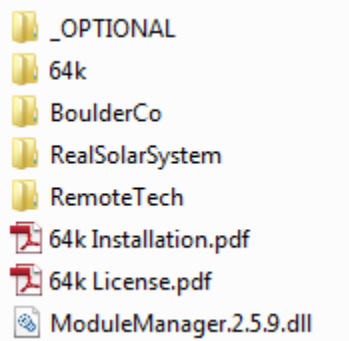




64k

# 64k Installation instructions

1. Unzip the downloaded file
2. You will find the following folder and files:



3. Next copy the **RealSolarSystem** and **64k** folders to your **GameData** folder.
4. If you have an existing **ModuleManager** file of at least 2.5.9 then you can continue to use it. If you have an older version then delete it from your **GameData** folder and replace it with the version packaged above.

## OPTIONAL

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### RemoteTech

If you use RemoteTech install the latest version then copy the **RemoteTech** folder above into your **GameData** folder, overwriting when asked. This will ensure compatibility of RemoteTech with 64k. If you upgrade RemoteTech you will have to repeat this process after each upgrade.



64k

## Astronomers Visual Pack

This graphics pack massively improves the visuals of the stock game by adding cloud layers and aurora. Before installing 64k you should:

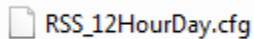
1. Download and install [Environmental Visual Enhancements](#) following the installation instructions packaged with the mod.
2. Download and install [Astronomers Visual Pack](#) following the packaged instructions.
3. Install 64k as normal
4. Copy the **BoulderCo** folder above into your **GameData** folder, overwriting and files when asked.

This will add the visual pack, tweaked to look best at 6.4x scale.

## 12 hour days

In 64k a Kerbin day is 24 hours long. This value is used as it matches the in-game clock option. However you can optionally use a 12 hour day, which provides a more accurately scaled rotational velocity compared to stock KSP.

Open the **\_OPTIONAL** folder and copy the **RSS\_12HourDay.cfg** file into **GameData\64k**



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