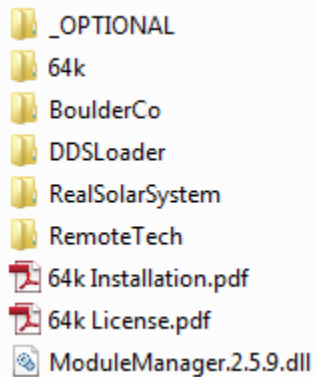64k

64k Installation instructions

1. Unzip the downloaded file

2. You will find the following folder and files:

   📁 _OPTIONAL
   📁 64k
   📁 BoulderCo
   📁 DDSLoader
   📁 RealSolarSystem
   📁 RemoteTech
   📄 64k Installation.pdf
   📄 64k License.pdf
   📄 ModuleManager.2.5.9.dll

3. Delete any exsisting **RealSolarSystem** and **64k** folders from your **GameData** folder.

4. Next copy the **RealSolarSystem, DDSLoader** and **64k** folders to your **GameData** folder.

5. 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

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**

 RSS_12HourDay.cfg
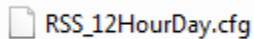
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