






CREW LIGHT

CKAN

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-  License: MIT
-  Game Version: 1.6.1
-  Source code: <https://github.com/Li0n-0/CrewLight> (<https://github.com/Li0n-0/CrewLight>)
-  Downloads: 10,839
-  Author: [Li0n \(/profile/Li0n\)](/profile/Li0n)



Mod Website: [Forum Thread \(http://forum.kerbalspaceprogram.com/index.php?/...](http://forum.kerbalspaceprogram.com/index.php?/)



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## OUTDATED MOD

This mod is not known to work with the latest version of Kerbal Space Program. Proceed with caution.

Information

Changelog

Stats

## CREWLIGHT

An automatic light manager

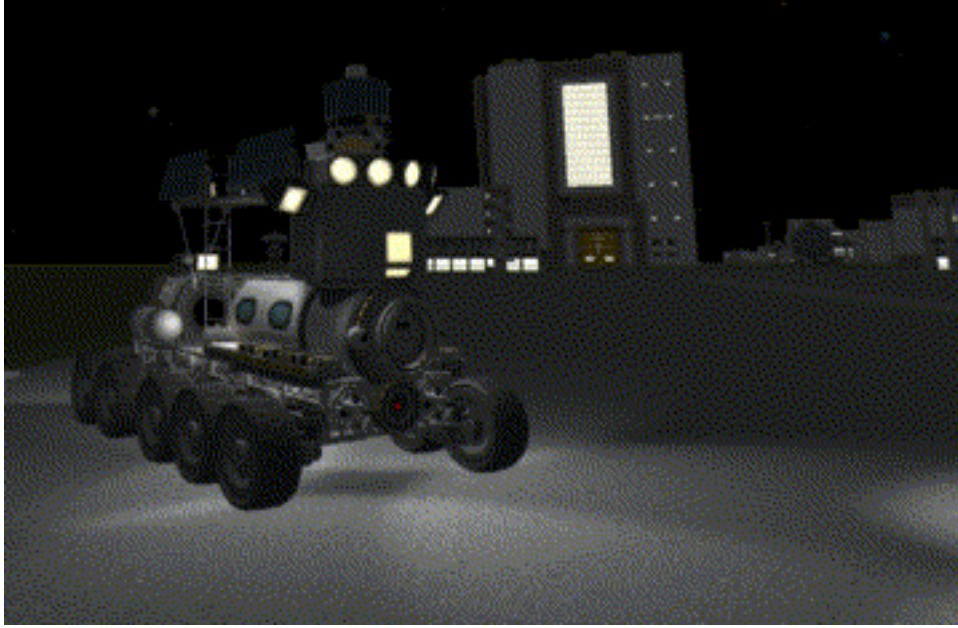
What does it do ?

It automatize lights managment !

Every part that currently hold crew gets its lights turning on



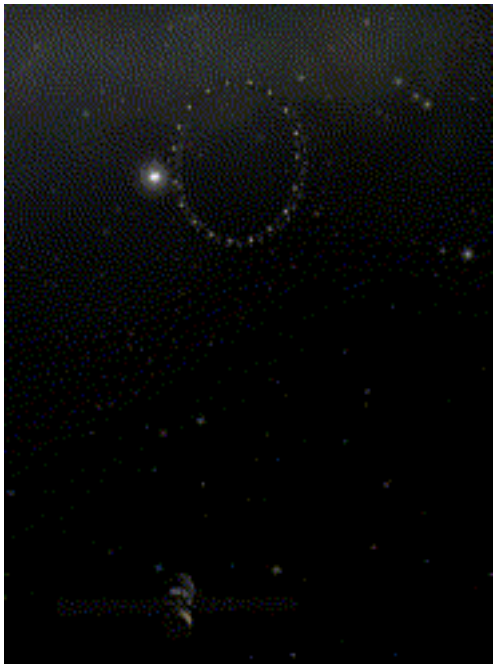
Lights react to the sunshine



And to the depth

GIF incoming...

When approaching a distant vessel its lights will blink, sending you a welcoming message in Morse code

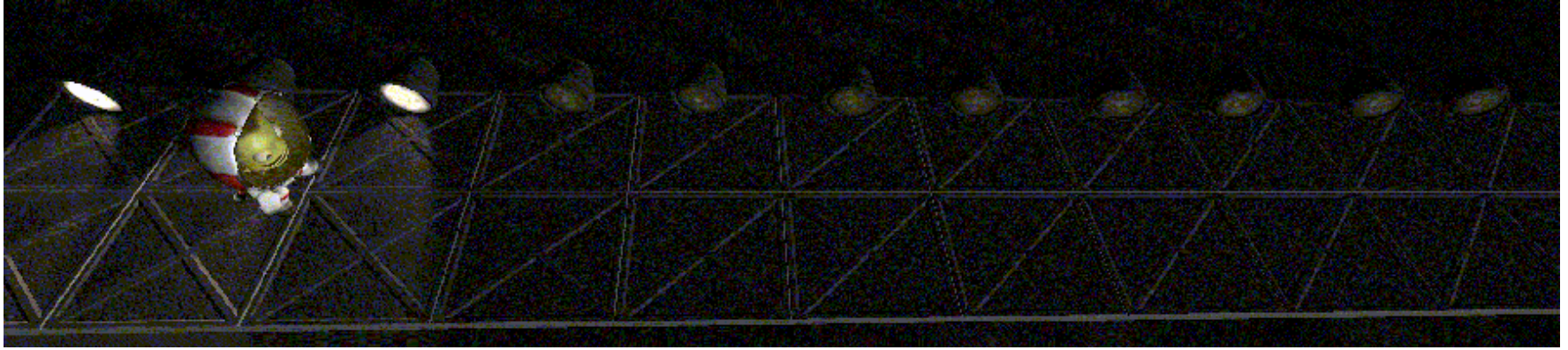


Kerbal on EVA can toggle lights



Lights can have a motion detector set up





Youtube review by KottabosGames (<https://youtu.be/AE1pvzh2q1Y>)  
How does it work ?

Vessel's lights are divided into 3 groups :

- **Lights of crew-able part :**
- They will remain off until a kerbal gets on-board
- **Lights NOT in the light action group : (*and kerbal's helmet light*)**
- They'll go on when the sun's fall, off when it rises
- **Other Lights :**
- They will work as usual, toggling by the light action group



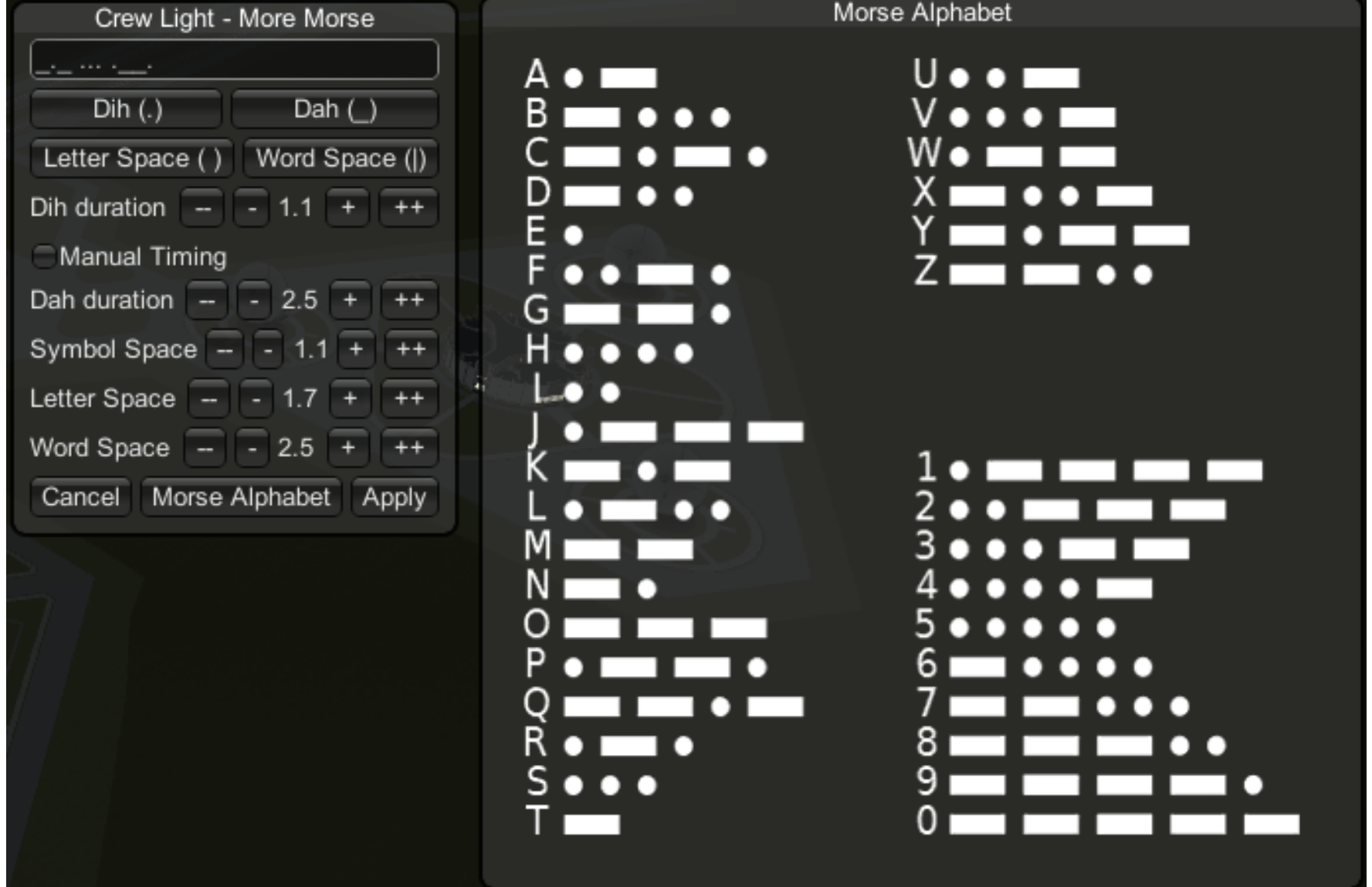
This mod rely on the light action group to determine which light belongs to which group, in stock KSP you can change action group only in the editor, so no lights on all crafts already launched will react to the sun rising/falling. To change action group in flight you will need the mod Action Groups Extended (<http://forum.kerbalspaceprogram.com/index.php?/topic/67235-122dec1016-action-groups-extended-250-action-groups-in-flight-editing-now-kosremotetech/>), by Diazo.

## How to modify how it works ?

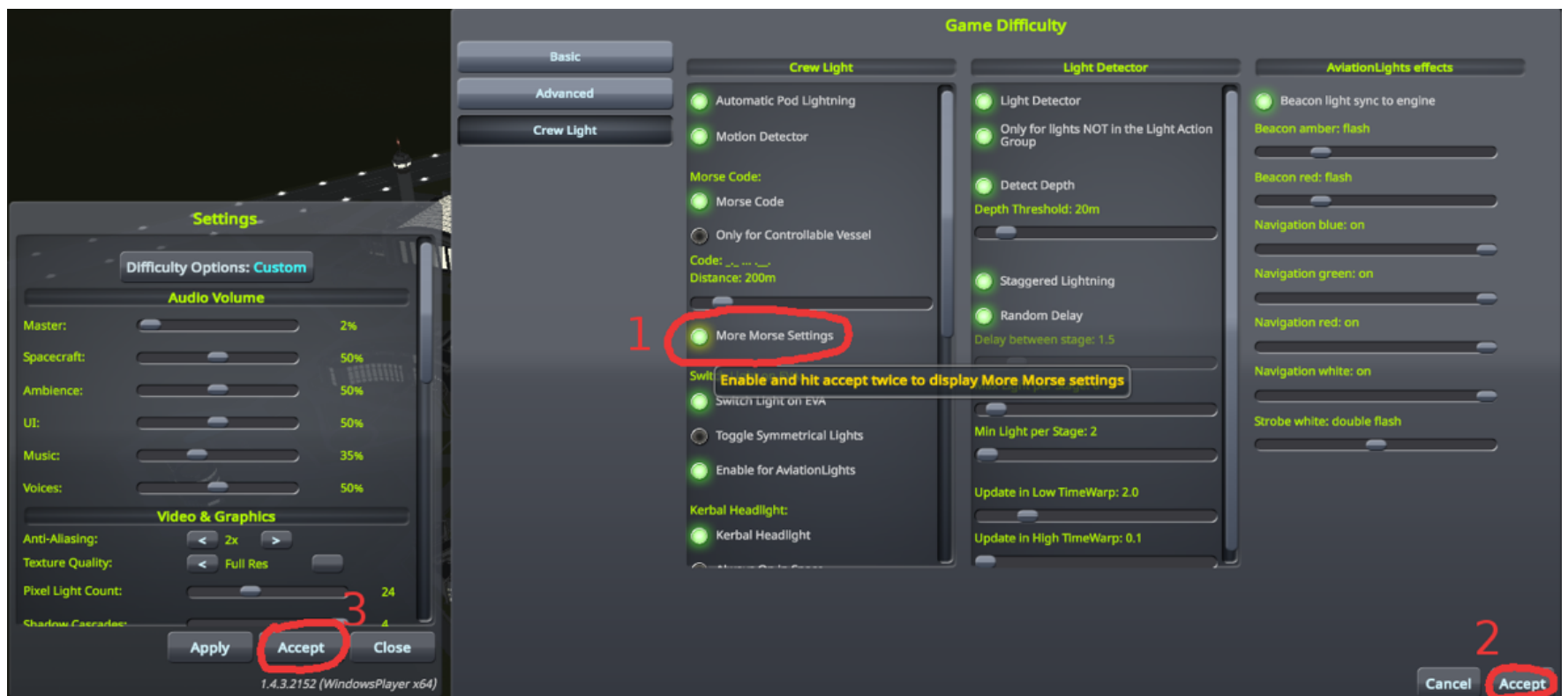
Most of the function can be disabled, or tweaked, directly from the in-game settings screen :



There's also some extra option for the Morse Code message.



Due to limitation of the stock settings menu (or limitation to my modding skill :p ) it's a bit tricky to access it : in the settings screen enable the "More Morse Settings", hit accept, twice, and you got it.



Here you can change the morse message send by distant vessel as you approach them. And the timing for the different symbol (they are sync to the dit duration unless you check manual timing).

What is needed ?

ModuleManager (<http://forum.kerbalspaceprogram.com/index.php?/topic/50533-121-module-manager-275-november-29th-2016-better-late-than-never/>) is the only dependency, all credits go to ialdabaoth and sarbian

Know issues :

Lights on kerbal's helmet don't turn on/off as the sun rises/falls. Lights will be turned on if the kerbal disembark in the dark but status of the sunlight won't be checked after that. The range sphere of the Motion Detector is offset from the light position only for the stock light, for others the sphere center is at the light position.

## What to do if it doesn't work ?

Report it to Github (<https://github.com/Li0n-0/CrewLight>) or the KSP forum (<http://forum.kerbalspaceprogram.com/index.php?/topic/154901-122-crew-light-an-automatic-light-manager-10-12-jan-2017/>)

*This is my first mod for KSP and one of my first working C# code, I've tested it on every situation I could think of but it may have bugs left.*

**A big thanks to all the modders/users of the KSP forum who have helped me, directly and by answering question before I posted them :wink:**

License is MIT

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Source Code (<https://github.com/KSP-SpaceDock/KerbalStuff>)

API (<https://github.com/KSP-SpaceDock/KerbalStuff/blob/master/api.md>)

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