


**Kerbal Electric**

Mods

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- Description
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### About Project

Project ID

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
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KELights is designed to replace stock lighting. Along with the standard colored lights, KELights includes blinking lights & movable lights. It also includes light color presets for many common light colors and the ability to create your own presets.

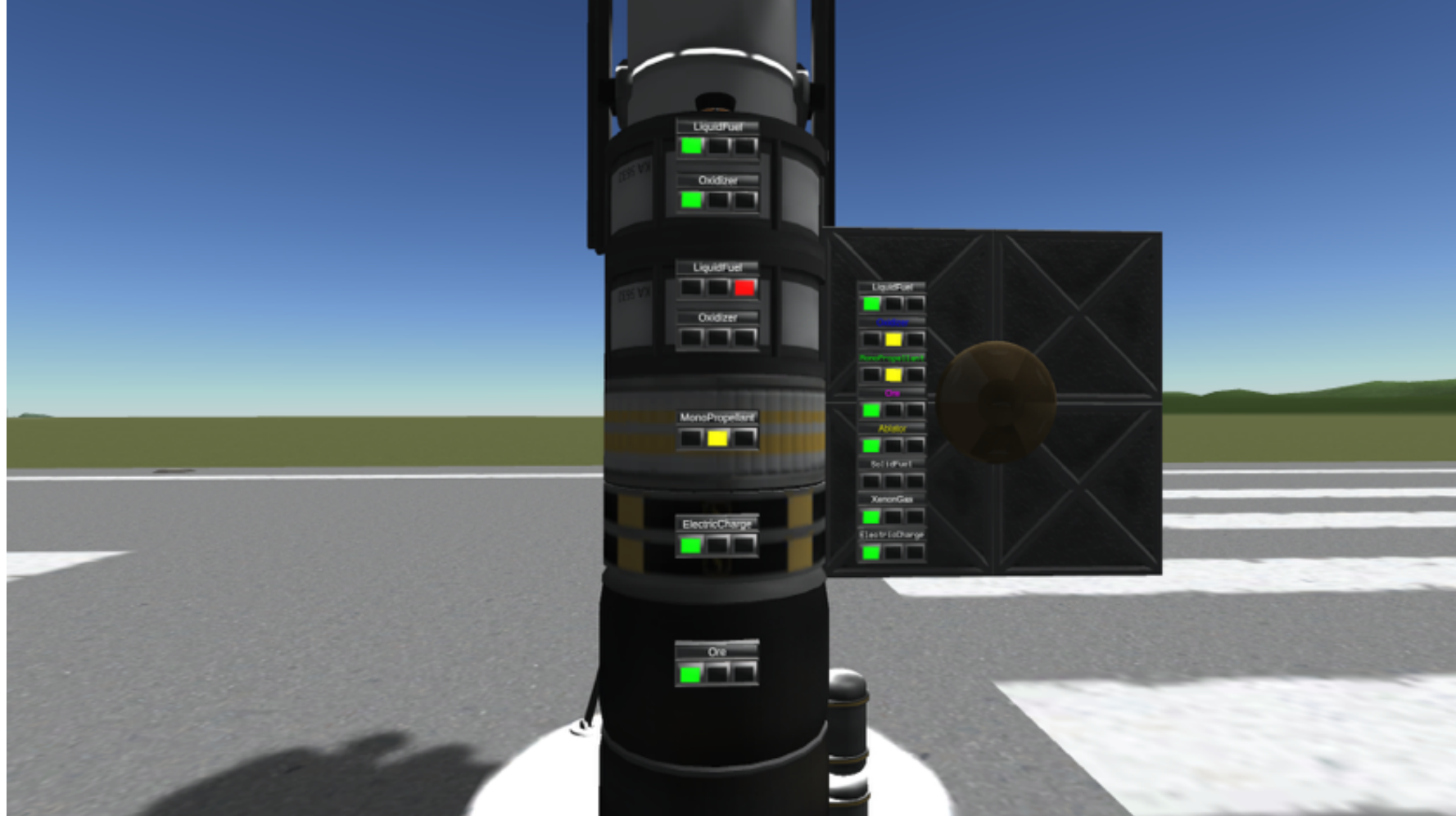
#### Current light color presets:

- Candle
- 40W Tungsten
- 100W Tungsten
- Halogen
- Carbon Arc
- Warm Fluorescent
- Standard Fluorescent
- Cool White Fluorescent
- Full Spectrum Fluorescent
- Grow Light Fluorescent
- Black Light Fluorescent
- Mercury Vapor
- Sodium Vapor
- Metal Halide
- High Pressure Sodium

## Idiot Lights

Monitor the resource of a single part or shipwide with Idiot Lights. No, I didn't create hundreds of parts to monitor every resource. This is ONE part that you can configure to monitor any resource.

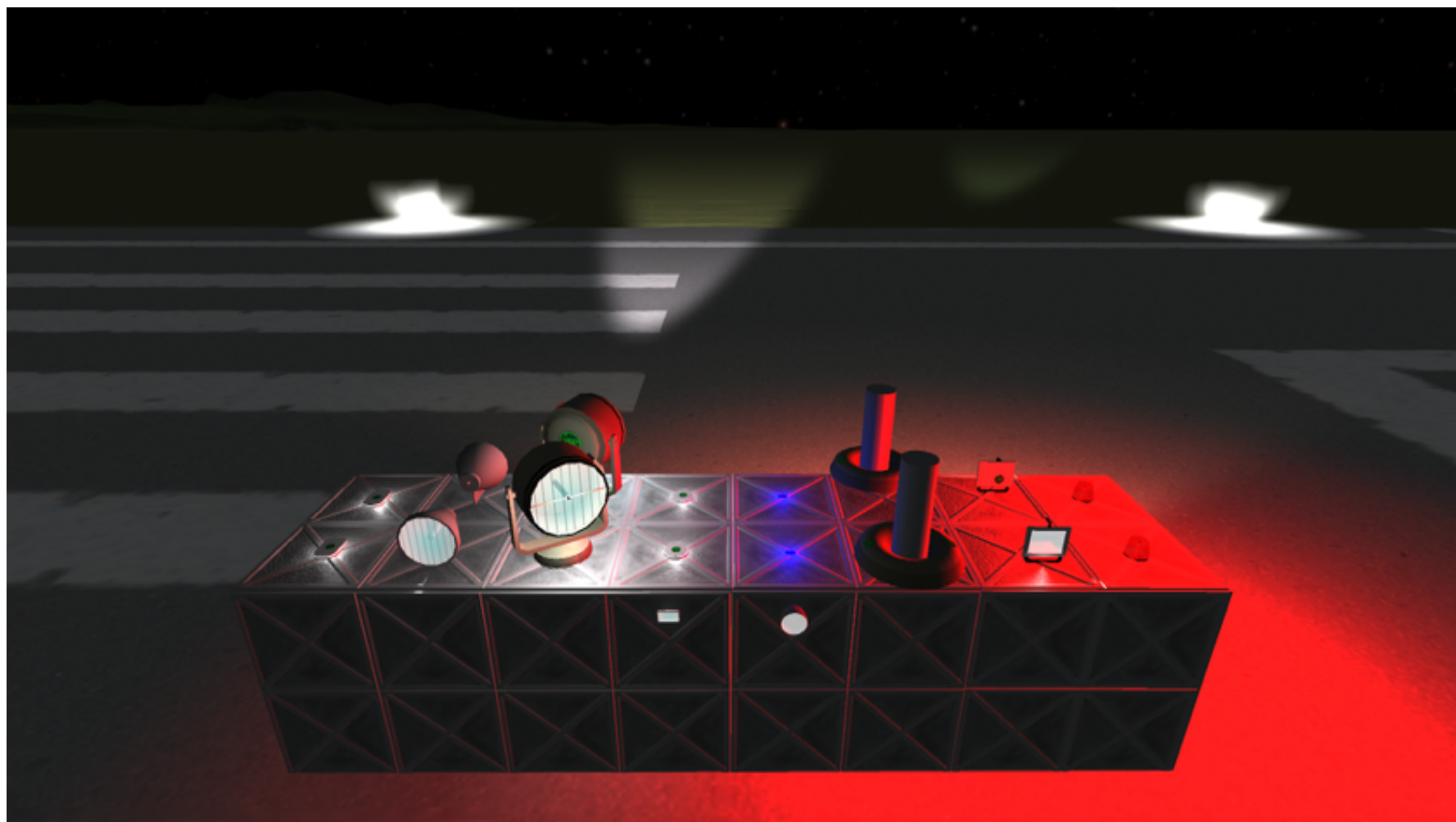
[Read more about them here](#)

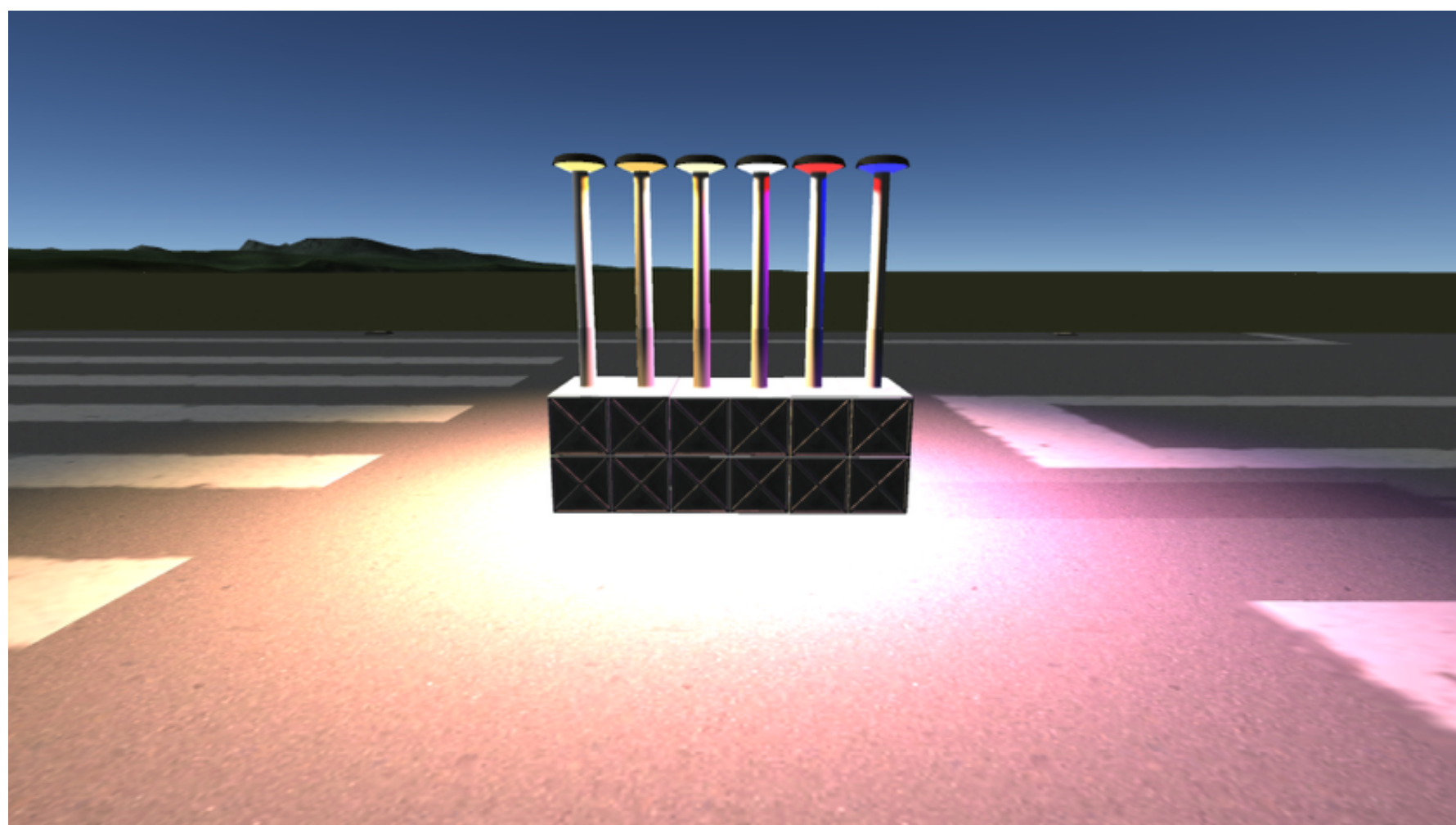
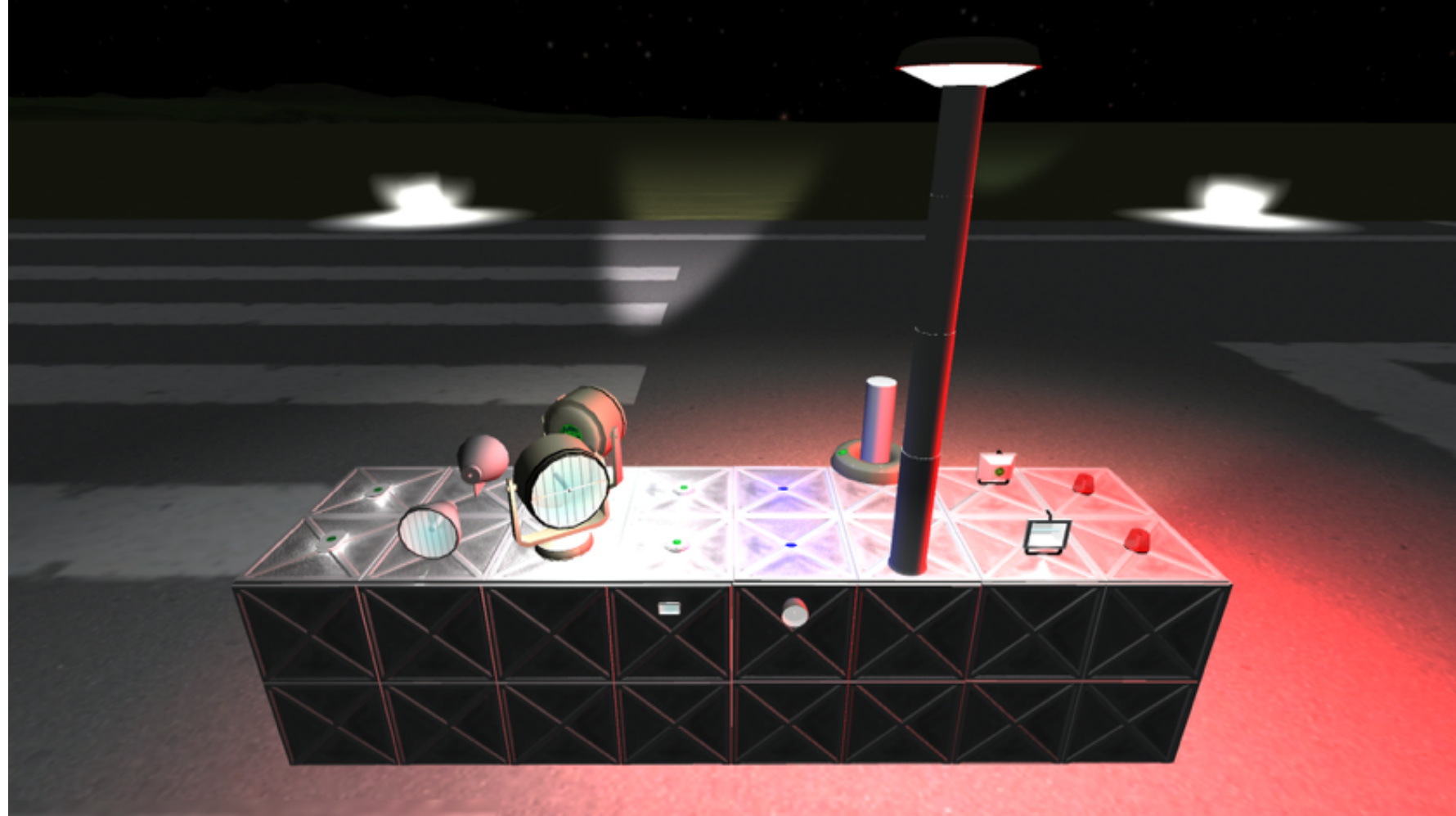


## Non-Idiot Lights

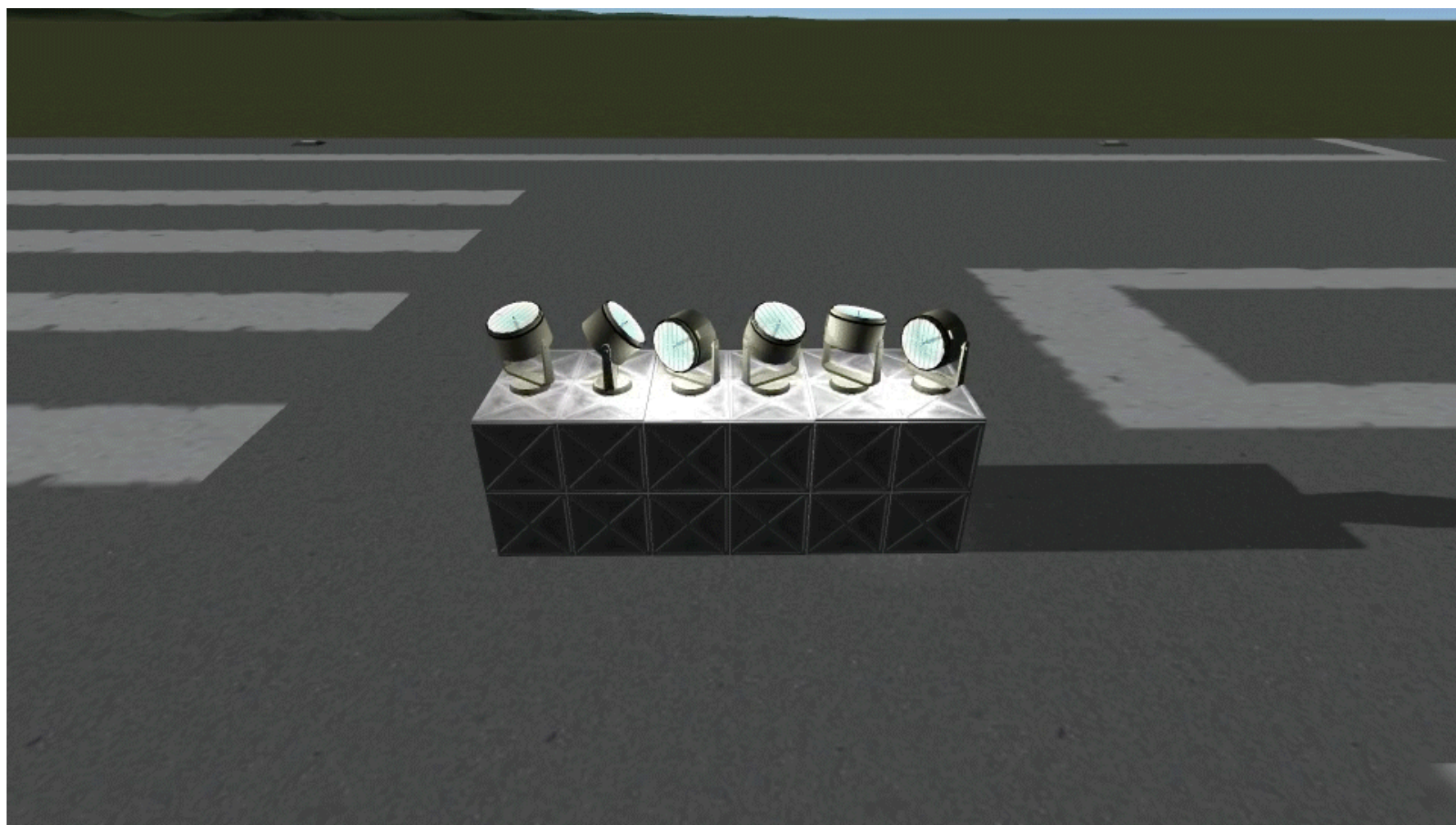
Blinking lights have the ability in the hangar to set the on/off duration from .1 seconds to 10 seconds.

Rotating and tilting lights have the ability in the hangar to adjust the rotation and tilt speed.









This is currently a work in progress.

For questions, comments or suggestions, please visit the KSP Forum thread  
at: <https://forum.kerbalspaceprogram.com/index.php?/topic/165449-wip-kerbal-electric-moar-lights/&tab=comments#comment-3171357>

