


# Snacks


SNACKS CONTINUED


Friendly, lightweight life support


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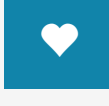
 Game Version: 1.12.2

 Source code: [Angel125/Snacks](#)

 Downloads: 37,581

 Author: [Angel125](#)

 Mod Website: [Forum\\_Thread](#)

 Followers: 129

Information

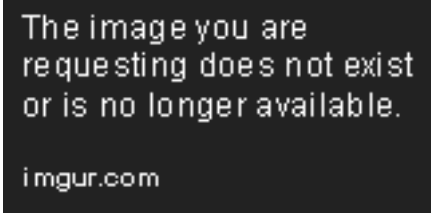
Changelog

Stats

Snacks was originally published by Troy Gruetzmacher (tgruetzm) in August of 2014. It offered a novel and lightweight solution to life support for those that didn't want the complexity of more sophisticated mods like TAC Life Support. Two years later, the game has advanced and while the original author appears to have moved on, it was time to give Snacks an update.

Features: - Friendly, lightweight life support system - Highly configurable to support your play style - Optional consequences that won't brick your mission

Snacks Continued retains the simplicity of the original mod while adding new options. You can configure things like snacks consumed per meal, meals per day, enable/disable recycling, recycling efficiency, and various penalties for hungry kerbals including reputation loss, fines, and partial loss of vehicle control. You can even enable/disable random snacking if desired. Just like with the stock CommNet, the penalties won't brick your mission. All of these options are found in the Game Difficulty screen. And if you're new to Snacks Continued, please consult the KSPedia.



## Snack Recycling

When enabled, recycling lets you stretch your supplies. When your crews eat snacks they'll produce Soil. To recycle the Soil back into Snacks, you need a recycler. Fortunately, Hitchhikers come equipped with a recycler, and other mods might add additional recycler parts. All they need is ElectricCharge, and they'll convert your Soil back into Snacks. The process isn't 100% efficient, but you can configure the efficiency from the Game Difficulty screen.

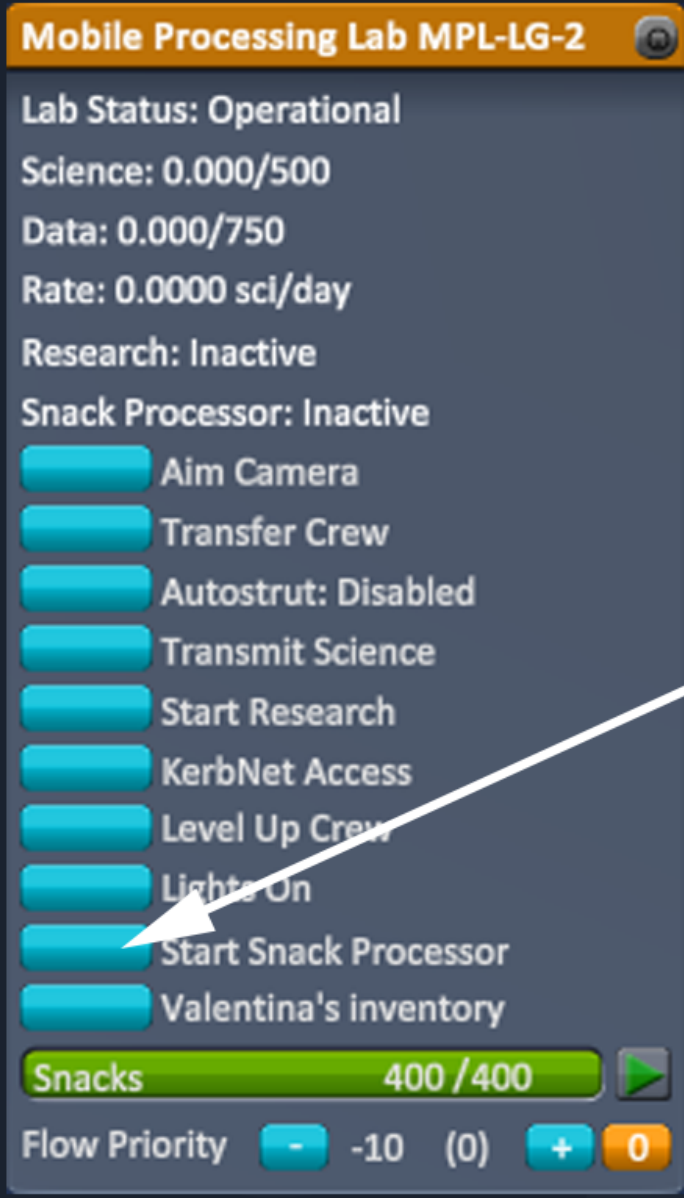


PPD-10 Hitchhiker Storage Container

Press this button to start and stop the recycler.  
**NOTE:** You'll need Soil to convert to Snacks.

## Snack Production

While recycling will help you stretch out your supplies, eventually you'll run out of Snacks unless you create more. The Mobile Processing Lab MPL-LG-2 has you covered. Give it some Ore and lots of ElectricCharge, and the MPL-LG-2 will extract the carbon, hydrogen, oxygen and nitrogen, known as CHON, needed to produce Snacks. Other mods might provide alternatives such as greenhouses to produce Snacks.



Press this to start and stop the snack processor.  
**NOTE:** You'll need a supply of Ore.



Mobile Processing Lab MPL-LG-2