

SurfaceLights - Surface Mounted Stock-Alike Lights for Self-Illumination

Mods

70,842 Downloads Last Updated: Nov 15, 2015 Game Version: 1.0.5

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Original [forum thread](#) here.

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NOTE: I am neither the creator nor maintainer of this mod, I have no control over it's direction. I am just hosting Why485's mod here on Curse with permission.

What is it?

Self-illumination is something that I find lacking in stock Kerbal Space Program. I find the stock lights to be too large and clumsy to use for simple self-lighting.

To solve this, I made three small lights with a simple stock-alike design. Two of the lights are loosely based off unreleased parts by ClairLyræe for KSPX.

These lights are integrated into the tech tree and are unlocked at the same node as the rest of the stock lights.

BY DEFAULT, KSP ALLOWS ONLY 8 SIMULTANEOUS LIGHT SOURCES IN A SINGLE AREA. IF SOME OF YOUR LIGHTS AREN'T SHOWING CORRECTLY, RAISE THE "PIXEL LIGHT COUNT" IN SETTINGS.

Thanks to peteletroll for maintaining the mod with minor fixes and optimizations.

Installation

Extract the Gamedata folder into your KSP directory. The Source folder can be safely disregarded unless you're into that kind of thing.

How to Use

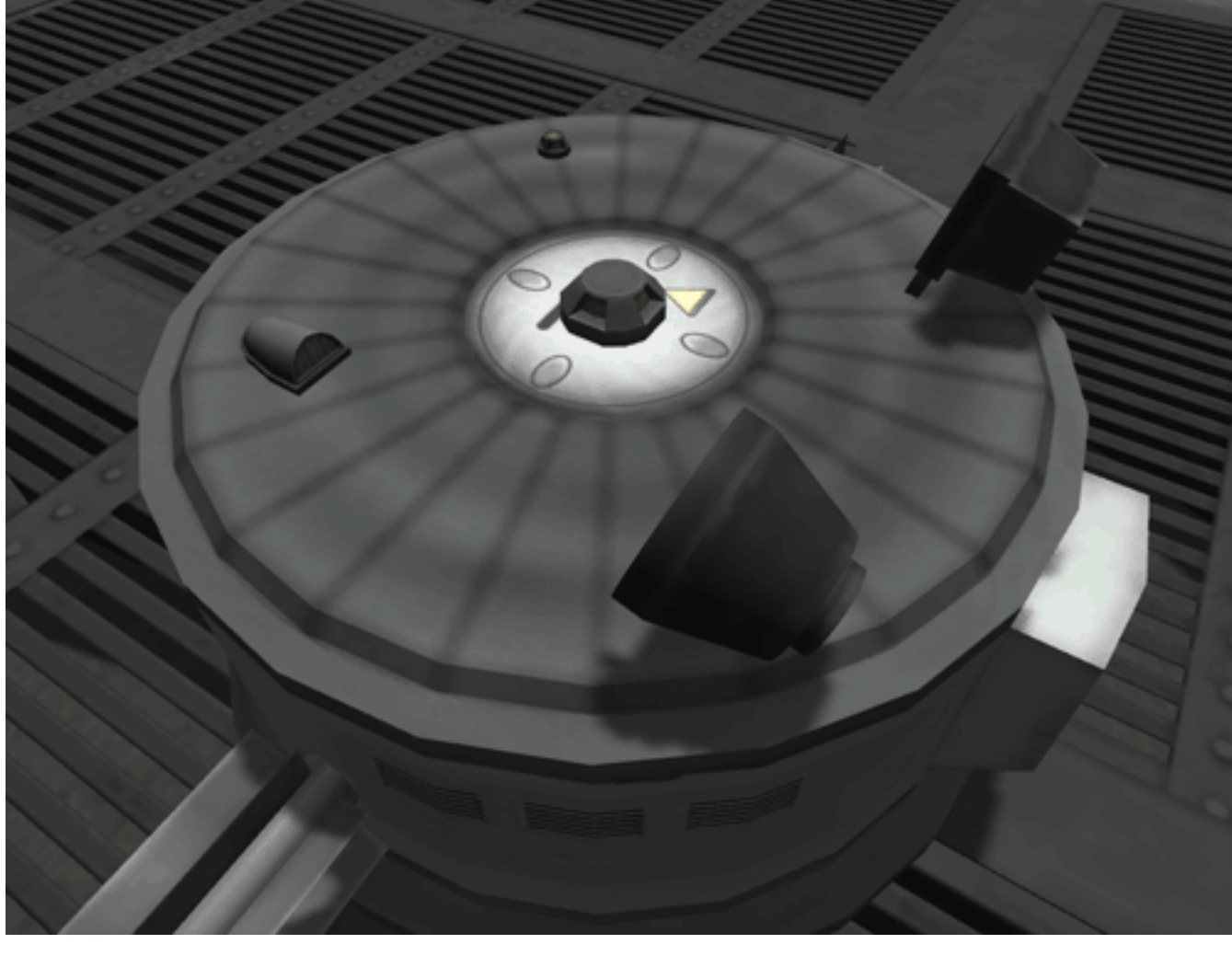
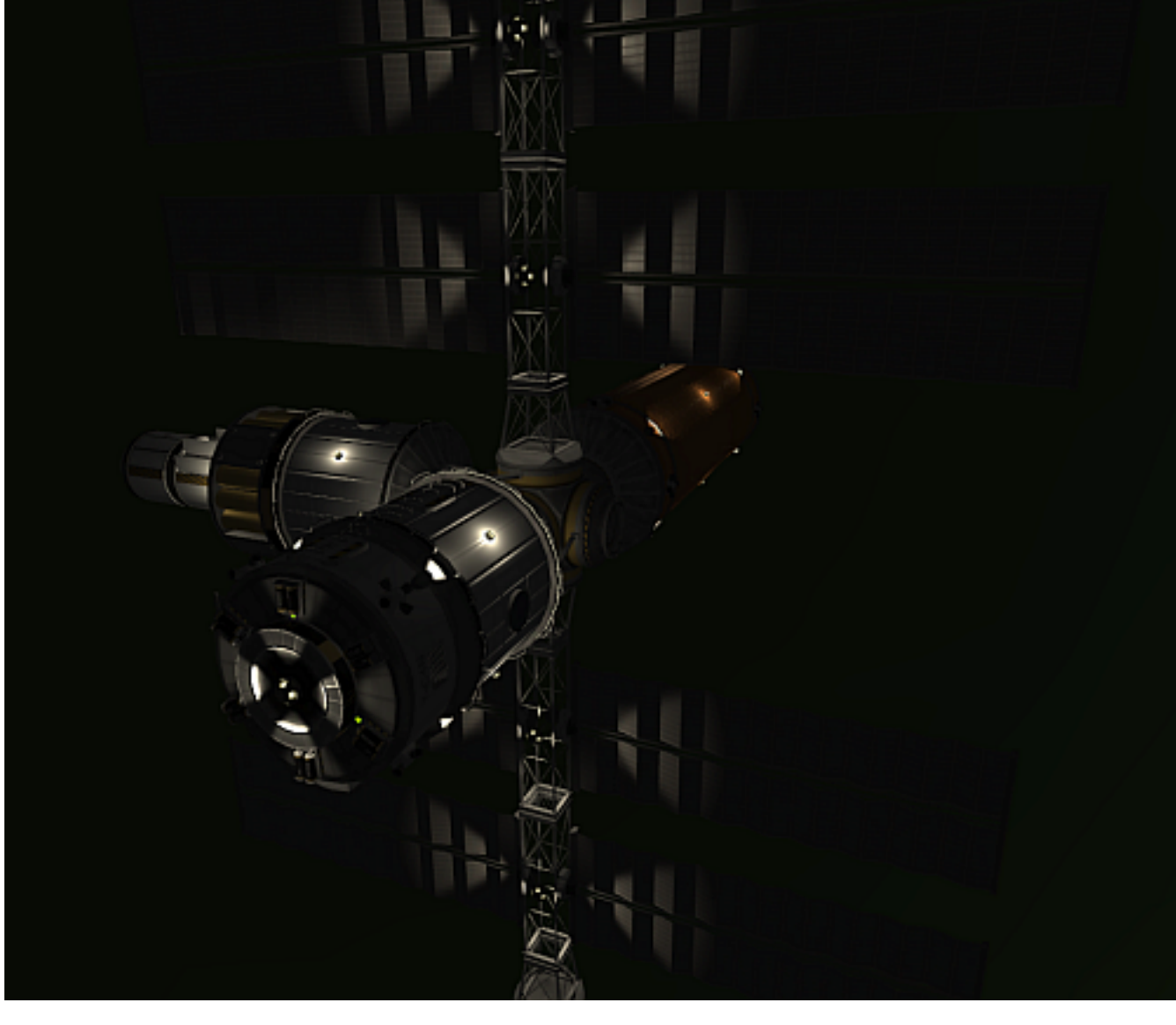
The three lights function the same as any other lights in the game, except that they have a default value that is no longer pure white.

Be wary of the per pixel light setting as it may prevent lights from showing. Be aware that the 4-way light counts as 4 separate lights, even though it is only one part.

Changelog:

Spoiler (click to show)

Images:



About Project

Report

Project ID220942

CreatedJun 1, 2014




UpdatedNov 15, 2015

Total Downloads70,842


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ihsoft

Posted May 14, 2016#12

ALL.


It looks the original author has abandoned the mod. Until he's back I'm supporting it. You may find a version for KSP 1.2.2 here: <http://kerbal.curseforge.com/projects/surface-mounted-stock-alike-lights-for-self>

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bisbeejim

Posted Aug 28, 2017#13


These lights has reduced my stress and anxiety load in more ways than the author intended. As a pilot, the position lights of an aircraft allows other pilots to understand your airplane's orientation. By using the same concept I have adapted these lights as: Yellow - Top, or (technically) Dorsal. Blue as bottom (Ventral). Red is the port side and green the starboard side just as it is on air and sea craft. White is not used because traditionally it indicates the most aft part of the vessel. However, white is also the normal color for illuminating something important such as Docking Ports, and as flood and spot lights to visually see what is around the vessel. Also, a flashing white is mosting used to indicate the physical edges of aircraft, which are called anti-collision lights. The anti-collision lights often include a bright red flashing light which in aviation circles is refered to as a beacon. The beacon is placed in the most visual spot on the aircraft. Because I do so much docking and moving around in space I need these lights to work as close to the real thing as possible. I've studied the programming code but I cannot find the sections to modify the lights to meet FAA standards for aircraft lighting. If you can work with me we can bring these lights up to the International Civil Aviation Organization specification for lighting. In my opinion, it would be quite an impressive thing to boast that our work meets the ICAO and FAA technical standards!

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_ForgeUser17452687

Posted May 1, 2016#10


any news from autor? or someone plz take it and rehost...update... we need more lights than those only 2 stock we have

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ihsoft

Posted May 14, 2016#11


<http://kerbal.curseforge.com/projects/surface-mounted-stock-alike-lights-for-self>

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_ForgeUser21242587

Posted Aug 2, 2015#8

Really usefull and it makes my ships much more beautiful.


But an update would be great.

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_ForgeUser17342662

Posted Oct 10, 2014#5

Greetings, I really like this mod as it fills a gap in self-illumination. I had a question and a request. For the question, you mentioned you can change the color of the lights. Is this done in-game, in a config file or by manipulating the texture map?


For the request, I know you didn't design this mod but figured I could at least try. Are you able, or do you know of any mod that supplies emergency and running lights? White, red and green blinky lights like you'd see on an aircraft or a radio tower? I think they'd be quite handy for distinguishing one side of a craft from another, and for rendezvous, as craft are very tough to spot at a distance. Perhaps you know of some place I can request this?

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_ForgeUser17342662

Posted Oct 16, 2014#6


Found how to change the color, done in assembly by clicking on the light and setting RGB values, though the value is for the set not an individual.

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_ForgeUser1444992

Posted Jan 28, 2015#7


There is a mod called Aviation Lights that I think has what you are looking for. I don't know why it apparently isn't on Curse, but you can google it and find the forum post and there is a download link.

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_ForgeUser16336394

Posted Jul 14, 2014#4


Fits great into the game. Good job!

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Furious1964

Posted Jun 24, 2014#2


How do I increase the Per Pixel setting? Where is it located?

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_ForgeUser15711778

Posted Jun 24, 2014#3


It should be in your main KSP settings menu (from the main menu).

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thecodebreakerblue

Posted Apr 9, 2016#9


Thank you! That's really helpful.

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_ForgeUser14831645

Posted Jun 4, 2014#1

Just a suggestion, but I think it'd be nice to have native KAS support with this.

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