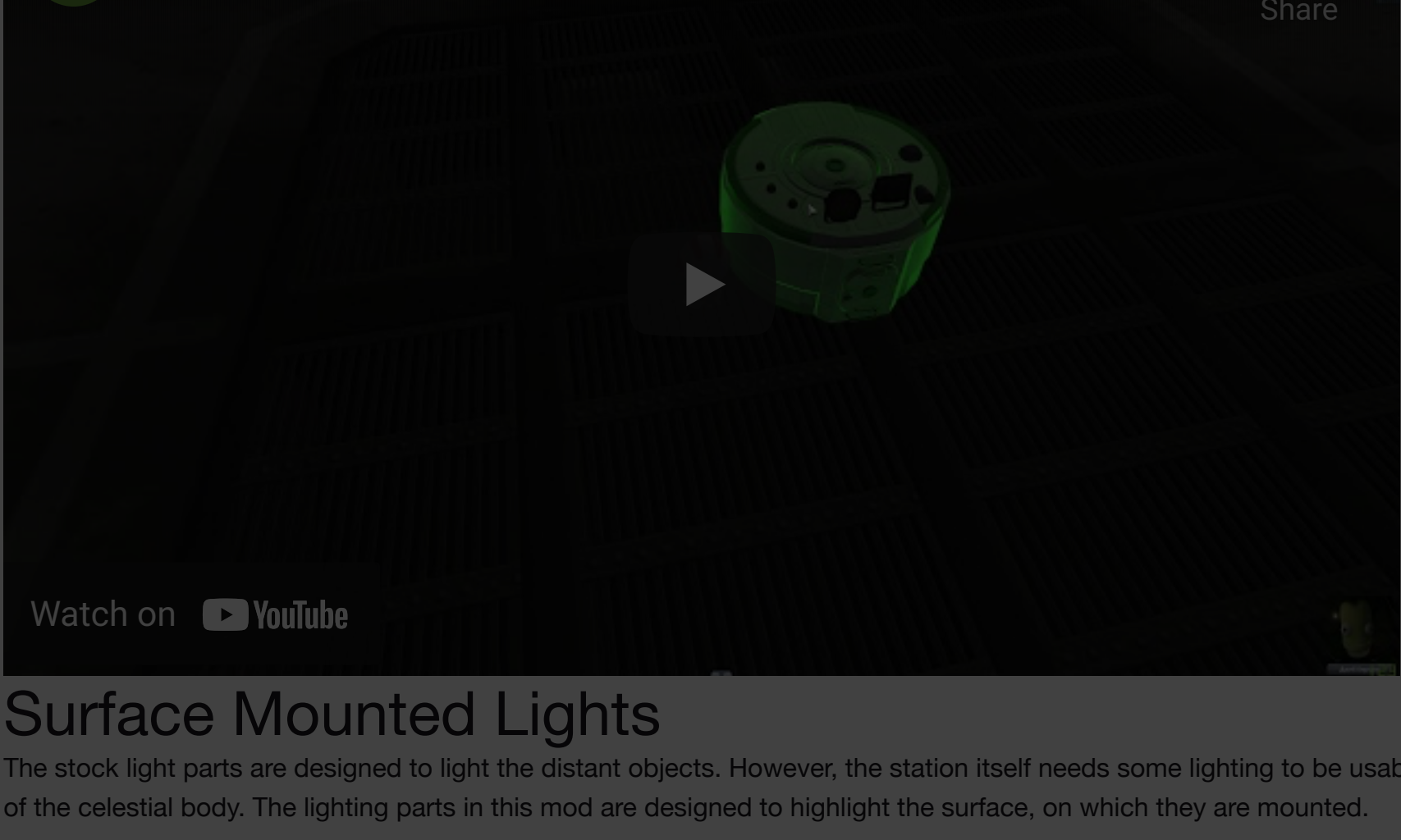




Surface Mounted Lights

Mods

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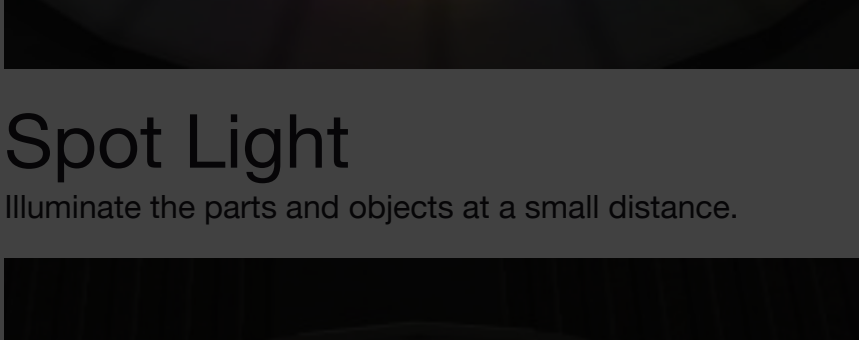
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Surface Mounted Lights

The stock light parts are designed to light the distant objects. However, the station itself needs some lighting to be usable when passing thru the dark side of the celestial body. The lighting parts in this mod are designed to highlight the surface, on which they are mounted.

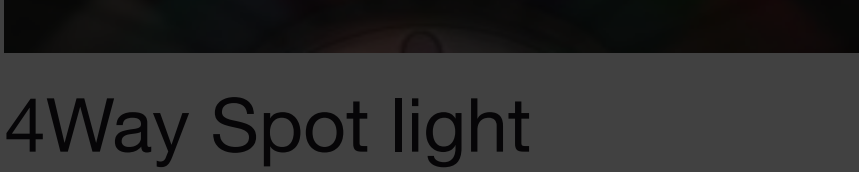
Omni Light

Illuminates a small area on the vessel's surface.



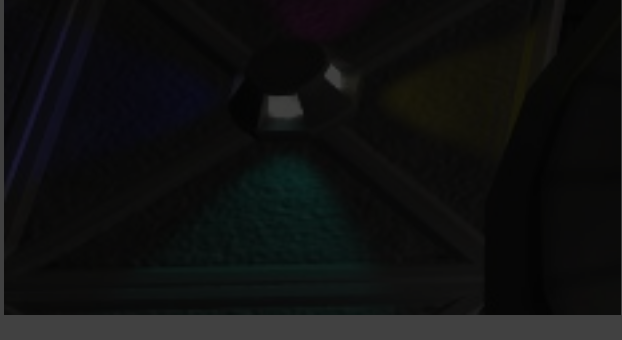
Spot Light

Illuminate the parts and objects at a small distance.



4Way Spot light

A special version of the spot light that emits light in 4 perpendicular directions. Each light can be adjusted and controlled independently.



Features

- The stock lights get an ability to change the lens color. It make them looking much cooler.



- All light parts, including the stock ones, can be adjusted in flight when EVA. The following properties can be adjusted:
- On/OFF status. Even if the vessel that owns the part is not controllable.
- Color of the light.
- The light part lens intensity. **In Advanced Tweakables mode only.**
- The spotlight angle. **In Advanced Tweakables mode only.**
- The light range. **In Advanced Tweakables mode only.**

Demo media

- VIDEO: Overview of the EVA capabilities.**

** The videos above were created using the pre-release versions of SurfaceLights. Real appearance may differ.*

Languages supported

 Русский

 Italiano

 Español

 Português

Support

You can support this and the other of my mods on [Patreon](#). This is where I post my ideas, prototypes and the features development progress.

How to install

- Recommended:**
- Install and run **CKAN**.
- Search for "Surface Mounted Lights", then install the mod.
- Occasionally run CKAN client to update the mod to the latest version.

- Manual:
- Download the ZIP archive:
- From [CurseForge](#).
- From [Spacedock](#).
- From [GitHub](#).

- If you have an older version of the mod in your game, you **must** delete all the old files first! **Do not just copy over**, this will likely result in compatibility issues.
- Unzip the release archive into the game's `GameData` folder.
- Note, that names of the folders **must** be exactly like in the archive or the mod **won't work**.
- The release archive contains a minimum version of the required dependency: `ModuleManager`. If your game has better versions, do not overwritel

- Verify the installation: the mod's `LICENSE.md` file must be located at `<game root>/GameData/SurfaceLights/LICENSE.md`.

Forum

Ask questions and propose suggestions on [the forum](#).

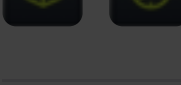
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 [carrot_777](#)

Posted [Mar 11, 2021](#) #15

Thank You :]

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 [parzivalwolfram](#)

Posted [Jan 10, 2021](#) #13

With too many lights nearby, including on other crafts when I

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Author: Win485
Maintainer: IgorZ

 [ihsoft](#)

Posted [Jan 12, 2021](#) #14

You need to increase "Pixel light count" in the graphics settings. Keep in mind that on a low-end video card it may impact FPS.


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 [skirich](#)

Posted [May 3, 2020](#) #11


Does this work with KSP 1.9.1 ?

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 [ihsoft](#)

Posted [May 5, 2020](#) #12

It does. And there is a big update incoming. It will fix the complaining MiniAVC and introduce a lot of good stuff. A short demo is here:




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 [MystLeissa](#)

Posted [Oct 25, 2019](#) #7

Could we get a version bump for 1.8.0? As far as I can tell no recoding is needed - just the dialog is present.
Edit: When I say "Just the dialog" I mean the one when you start up the game saying "Surface Lights are incompatible with 1.8.0 please use 1.7" - The mod itself works fine and I could just click ignore if I really wanted to but it'd be nice if this wasn't kinda misleading me into believing it was ACTUALLY an incompatible mod. As far as I can tell both this and KAS work fine on 1.8.0 minus the fact that for some reason when I goto the R&D Labs it sometimes shows the "part info" overlay for the properties of the last few parts I've moused over but I'm not sure if that's a 1.8 bug, or a mod conflict or what. Anyway as far as I can tell the mod works fine - the lights are showing up in the tech tree and they still place/work in 1.8.0 so I'm happy :D - just be nice if I knew which mod/bug was causing the overlay in R&D to mess up - I don't want to blame anybody's mod without knowing but the only 1.7.3 mods I use are this and KAS so might be something of yours that needs updating - but my money is more on KAS than Surface Lights because of the complexity. Best of luck to you. And Happy Halloween!
Last edited by MystLeissa: [Oct 26, 2019](#)


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 [ihsoft](#)

Posted [Oct 28, 2019](#) #8

In reply to [MystLeissa](#):
Given how big was the KSP 1.8 change (code wise), I'd rather make a new version. It's better to be in line with the main game branch. Thanks for bumping this topic up. Working on KIS/KAS, I missed that SurfaceLights needs updates too :)


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 [MystLeissa](#)

Posted [Oct 29, 2019](#) #9

In reply to [ihsoft](#):
just thought I'd let you know: You seem to have packed 1.14 with an outdated module manager file (Specifically 4.0.2) not a BIG problem since most people use other mods and KSP Auto-escalates the highest version but it might be worth recompiling the archive if this is truly a mistake.


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 [ihsoft](#)

Posted [Nov 1, 2019](#) #10

Yeah, sometimes the deps versions can be a bit off. I'm not aiming at providing the most recent versions, my intention is to provide a version that works in the target version of KSP.

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 [Forge_User_45892945](#)


Posted [Sep 23, 2017](#) #6

This mod is great! I use it on every craft, air or space.

Like bisbeejim said, it's great to use for navigation lights on planes and boats. I also like to use it for providing small amounts of light to craft in dark space. It can also be used to illuminate doors and color-code different parts of the ship.

Thank you for writing and maintaining this mod, it's always been on my list of mods since I found it.

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 [bisbeejim](#)

Posted [Sep 6, 2017](#) #5

I found this mod works very well for air and space craft position lights (also called navagation lights). I also use it for rover clearance and vehicle side lights aesthetics. I urge the makers of this mod to keep up the good works.

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 [_ForgeUser4593766](#)

Posted [Oct 14, 2016](#) #4

Amazing work, thanks for keeping this going!


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 [_ForgeUser7513073](#)

Posted [Oct 12, 2016](#) #3

Wow, pretty nice idea, I think this will work great with planet shine as well.


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 [_ForgeUser25221561](#)

Posted [May 24, 2016](#) #2

so if i just switch this with the current folders in gamedata will they update themselves to the station they're installed on?

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 [Forge_User_37466829](#)

Posted [May 24, 2016](#) #1

I really like this mod!
Nice parts - electricity consumption a bit high.

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