About Project

Project ID

Created Updated

Description

Surface Mounted Lights

106,523 Downloads Last Updated: Jul.3, 2021 Game Version: 1.12.0

Images Issues Wiki Source

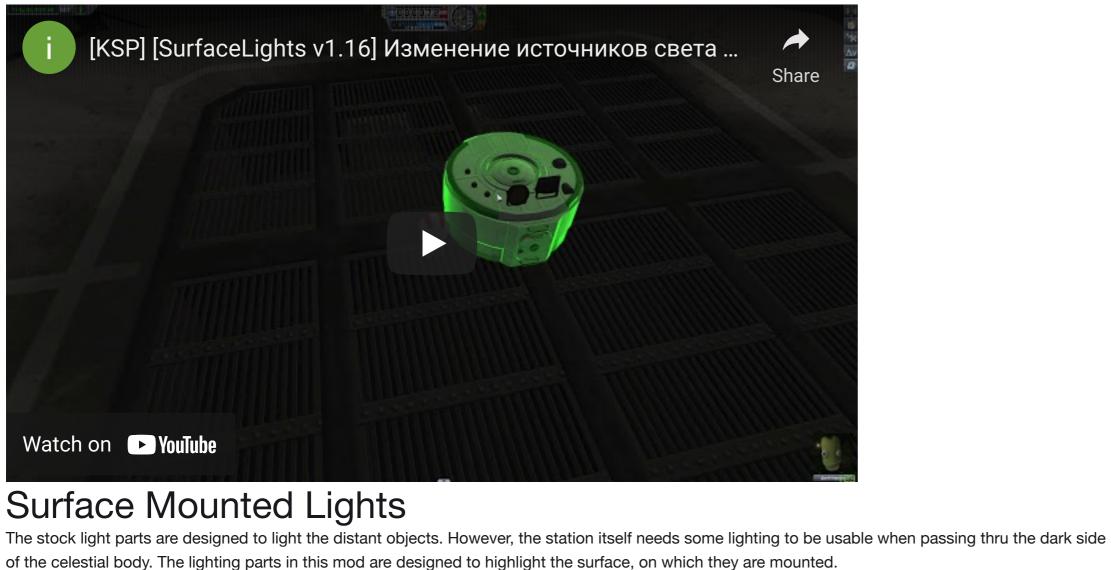


Report

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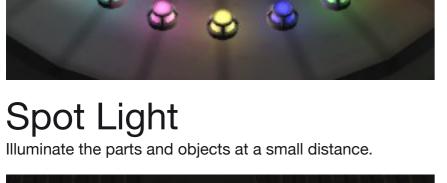
May 14, 2016

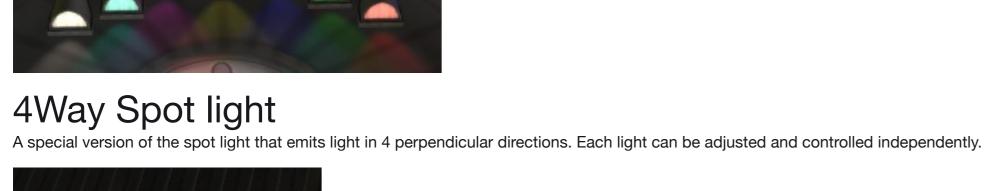
Jul 3, 2021



Omni Light

Illuminates a small area on the vessel's surface.







• 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

Languages supported

• Search for "Surface Mounted Lights", then install the mod.

Ask questions and propose suggestions on the forum.

• Occasionally run CKAN client to update the mod to the latest version.

• VIDEO: Overview of the EVA capabilities. * The videos above were created using the pre-release versions of SurfaceLights. Real appearance may differ.

• All light parts, including the stock ones, can be adjusted in flight when EVA. The following properties can be adjusted:

Italiano

You can support this and the other of my mods on <u>Patreon</u>. This is where I post my ideas, prototypes and the features development progress. How to install • Recommended:

Português

Support

Manual: • Download the ZIP archive: • From **CurseForge**.

• Install and run **CKAN**.

• 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

• From Spacedock.

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

H1 H2 H3 H4 H5 H6

carrot__777 ▼

ihsoft 🔻

ihsoft ▼

A short demo is here:

to you. And Happy Halloween!

ihsoft ▼

In reply to **MystLeissa**:

In reply to **ihsoft**:

ihsoft -

Forge_User_45892945 -

bisbeejim 🔻

Amazing work, thanks for keeping this going!

_ForgeUser7513073 🔻

_ForgeUser25221561 🔻

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

It can also be used to illuminate doors and color-code different parts of the ship.

aesthetics. I urge the makers of this mod to keep up the good works.

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

Last edited by MystLeissa: Oct 26, 2019

Thank You:]

!= **!**=

When posting, please be sure that the content of your post does not violate our **Terms of Service**

B I

• 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 overwrite!

Comments

parzivalwolfram -Posted <u>Jan 10, 2021</u> #13 With too many lights nearby, including on other crafts when they're close enough, some lights don't work at all. Is there any way to change this?

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.

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

[SurfaceLights 1.16] EVA control! Finally!

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Posted <u>Jan 12, 2021</u> #14

Posted May 5, 2020 #12

Posted Mar 11, 2021 #15

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Posted Oct 28, 2019 #8

Quote Multi-quote

Posted Nov 1, 2019

Posted <u>Sep 23, 2017</u> #6

Posted <u>Sep 6, 2017</u> #5

skirich -Posted May 3, 2020 #11 Does this work with KSP 1.9.1? Quote Multi-quote Report Reply

Watch on **YouTube** Quote Multi-quote Report Reply 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 properities 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

bumping this topic up. Working on KIS/KAS, I missed that SurfaceLights needs updates too :) Report Reply Quote Multi-quote Posted Oct 29, 2019 MystLeissa ▼

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.

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

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

works in the target version of KSP. Quote Multi-quote Report Reply

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.

I found this mod works very well for air and space craft position lights (also called navagation lights). I also use it for rover clearence and vehicle side lights

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

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Posted Oct 12, 2016

Posted May 24, 2016

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Quote Multi-quote Report Reply _ForgeUser4593766 🔻 Posted Oct 14, 2016 #4

Wow, pretty nice idea, I think this will work great with planet shine as well. Multi-quote Reply Quote Report

Forge_User_37466629 -Posted May 24, 2016 #1 I really like this mod! Nice parts - electricity consumption a bit high.

Multi-quote Report Reply Quote

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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