



KSP Space Blues



Welcome to the modding guide and mod list for [KSP Space Blues](#). I've scoured the forums endlessly for hours looking for the best combination of mods to create the ultimate Kerbal experience available!

Current Version: 1.4.2

FAQ.

1. Where can I get me that sweet sweet skybox, broski??

- [Right here!](#)

2. I've downloaded all the visual mods listed, but something doesn't look right?

- Here's a step by step guide to frontin' my style:

A. Download and install Kopernicus
B. Download and follow the install checklist of Stock Visual Enhancements (except SvE scatterer configs)
C. Download KSPRC - Renaissance Compilation and install JUST the KSPRC folder
D. Find the latest version of Texture Replacer and install! (Look through forum posts)
E. Replace the GalaxyText_ files in GameData → KSPRC → Textures with this skybox
F. Sprinkle some Planet Shine on that motherfucker
G. Install Distant Object Enhancement , open GameData → DistantObject → Settings.cfg
H. Under SkyboxBrightness set changeSkybox to False
<u>Optional Insanity:</u>
1. Download GemFX and install it to the KSP main folder
2. Save & Load the Space Blues GemFX settings config

Ta-da! You're ready to get bluesy now. These visual mods require some serious horsepower to run, sometimes maxing out at over 7 GIGS of WAM used at any time. You will **HAVE** to play a 64 bit version. I DO play at 1080p, max quality, with an FPS range of 30-40. My computer specs are:

- EVGA GeForce GTX 970 SSC ACX 2.0
- ASRock B85 Anniversary LGA 1150 ATX MoBo
- Intel i7-4790K Devil's Canyon 4.0 GHz
- G.SKILL Ares 16 GB DDR3-1600 RAM

Audio Mods

Chatterer	Rover Wheel Sounds
Docking Sounds	Ship Effects Continued

Contract Mods

Contract Configurator	Contracts: Field Research
Contracts: Anomaly Surveyor	Contracts: Tourism Plus

Parts Mods

Aviation Lights	DMagic Orbital Science
KW Rocketry Rebalanced	Kerbal Foundries - Wheels & Gears
Procedural Parts	ScanSAT

Texture Mods

Scart91 Texture Pack	Diverse Kerbal Heads
Certera's Suits	

System Mods

All Y'All Button Grouping	Bon Voyage
Better Burn Time	Better Crew Assignment
DMagic CapCom	Deep Freeze
Firespitter	Docking Port Alignment Indicator
Interstellar Fuel Switch	JSI Advanced Transparent Pods
Kerbal Attachment System	Kerbal Engineer Redux
KerbNet Controller	KerboKatz FPS Limiter
Kerbal Inventory System	KSP Advanced Version Checker
KSP Rescue Pod Fix	MemGraph
Nereid's Final Frontier Merits	Precise Maneuver Nodes
SafeChute	Kerbalism
NavHUD Renewed	Through The Eyes Of A Kerbal
Trajectories	Triggertech Kerbal Alarm Clock
Transfer Window Planner	Tweak Scale
Universal Storage	Waypoint Manager
[x] Science!	Strategia
Civilian Population	

Visual Mods

Spectra	Kopernicus
Planet Shine	Outer Planets Mod
Stock Visual Enhancements (SEE FAQ)	Galileo's Sunflares
Re-Entry Particle Effects	Distant Object Enhancement
SmokeScreen	RealPlume
Stock Visual Terrain	KSPRC