



Ringworld Solar Power Mod

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My thought is that Ring Worlds and Ecumenopolises should be expandable indefinitely via a planetary decision with the caveat that adding more district capacity comes at a scaling ...

The Ringworld's sun is normal-sized, and this mod enlarges Kerbin's sun to make exploring the system more accurate, which speeds up Kerbin's rotation to preserve its 6-hour solar day.

Do YOU ever wish you could just THROW BODIES AT A PROBLEM UNTIL IT GOES AWAY? Then do I have the mod for you! The tentatively named "Ringworld Variations" mod, was ...

KSP mod featuring a planetary orbit-sized surface modeled after the eponymous body from Larry Niven's novel "Ringworld" - Releases #183; HebaruSan/Ringworld

The temperature of your world will be related to the solar radiation that is not reflected away (by albedo), and is absorbed by the materials from which your world is made.

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The Rings of Power Mod is a simple mod that adds the rings of power from The Lord of the Rings to Minecraft. The entire content of the mod is a separate creative tab with twenty magic rings.

This mod extra Solar panels to the game. These generators come in 4 tiers: Tweaked, Upgraded, Advanced and Ultimate (Also: there's 2 versions of each, with and without glow) Each tier ...

Solar panels that produce more power? Yep! They also come in 2 versions: Normal and glowing! This mod extra Solar panels to the game. Will you research and build one of the lower tier ...

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