

How to Edit Settings File.

You can change many settings in mission controller. A lot of settings can be set inside the game. Other options can only be set from editing the Settings File with a txt editor.

These are the values you can edit and what they mean.

difficultylevel = (Can Be set in Game, Restart) this sets your difficulty level Your choices are 1- Easy, 2- Medium and 3 – hardcore. Any other number won't work!

HireCost = (Can Be Set In Game) this sets how much it cost to hire a kerbal. Setting it to 0 will basically disable the option. (you will still get popup though)

DeathInsurance = (Can Be set in Game) This sets how much it will cost you when a kerbal dies in service. Again settings to 0 will basically disable the option.

EasyMode = This is the modifier for easy mode. So if set to 1 will be 1 * Part Cost. (and fuel)

MediumMode = This is the modifier for Medium Mode. So set to 3 will be 3* Part Cost. (and fuel)

HardCoreMode = This is the modifier for Hardcore Mode So set to 6 will be 6 * Part Cost. (and fuel)

NoRescueKerbalContracts = (Can be set in Game) Turn off KSP contracts Rescue Kerbals.

NoPartTestContracts = (Can be set in Game) Turn off KSP contracts Part Test.

StartBuilding = (Used for Custom ComSAT)

maxOrbP = (Used for Custom ComSAT)

minOrbP = (Used for Custom ComSAT)

contractName = (Used for Custom ComSAT)

bodyNumber = (Used for Custom ComSAT)

RevertOn = (Can be set in Game, Restart) Use this to turn off the Revert Option for MCE.

DebugMenu = The debug menu for MCE.

contracSatelliteMaxApATrivial = This sets the Max ApA for Satellite contracts That have Trivial Rep (this is actually the Minimum Random Number Generator)

contracSatelliteMaxTotalHeightTrivial = This is how the random system figures out the Highest Value For ApA in PeA for Max Settings in Satellite contracts. So in nutshell.

contracSatelliteMaxApA + contracSatelliteMaxTotalHeight. So you will actually have a random value between or = to contracSatelliteMaxApA and contractSatelliteMaxTotalHeight!

contracSatelliteMaxApASignificant = This sets the Max ApA for Satellite contracts That have Significant Rep (this is actually the Minimum Random Number Generator)

contracSatelliteMaxTotalHeightSignificant = Same as Trivial above.

contracSatelliteMaxApAExcept = This sets the Max ApA for Satellite contracts That have Exceptional Rep (this is actually the Minimum Random Number Generator)

contracSatelliteMaxTotalHeightExcept = Same As Trivial Above

contracSatelliteBetweenDifference = When all random values are calculated we need to still figure out what the MinApA and MinPeA for contracts will be. That's what this number does. In nutshell. Final ApA Value – contracSatelliteBetweenDifference. So MaxApA in MinApA will have a separation of 5000 in default case.

contracSatelliteMaxAMassTrivial = For random generation the Max Mass allowed for Rep type contract.

contracSatelliteMaxMassSignificant = Same as Trivial

contracSatelliteMaxMassExcept = Same as Trivial

contracSatelliteMinAMassTrivial = For random generation the Minimal Mass Allowed for Rep Type Contract!

contracSatelliteMinMassSignificant = Same as trivial

contracSatelliteMinMassExcept = Same as trivial.

contractSatelliteMassDifference = With final Value for Mass this number is the Minimal Amount needed. So Final Value For MaxMass – Difference. Important that you don't set this too high, or you will get a negative value in game that's impossible to complete!

contractOrbitalPeriodMaxInSeconds = For Orbital Period type contracts this is the Max Amount Of Orbital period in seconds.

contractOrbitalPeriodMinInSeconds = For orbital Period type contracts this is the Min Amount of orbital period in seconds.

ContractPaymentMultiplier = Use to increase the contract payments if need be. Mostly added for Real Solar System values.