

UNIVERSAL STORAGE II

Created by DMagic, Paul Kingtiger and Simon Hinton

MANUAL INSTALL

- Unzip the downloaded file
- Copy the contents to your KSP/Game Data folder

If updating the mod simply follow the process above and overwrite any files.

AVC ONLINE

The mod includes an AVC version check file. The first time you run KSP with Universal Storage installed you will be asked if you want to enable version checking.

Enabling will let the mod compare your version file to the current version via the AVC website and alert you if there is a more up to date version available. AVC is opt-in and does not collect or share any private data.

RECOMMENDED MODS

Universal Storage is best enjoyed with other mods. Additional parts and functionality will be automatically enabled to give you the complete experience. We recommend the following 3rd party mods.

Kerbal Inventory System (KIS)

With [KIS](#) installed you will be able to detach, carry and reattach wedges on EVA. You'll also get access to some KIS specific parts.

DMagic Orbital Science

This amazing mod adds lots of new science parts and contracts, giving you lots of opportunities to advance Kerbal knowledge. The Orbital Science mod includes several wedge compatible experiments which can be attached to Universal Storage cores.

Life support mods

All the popular life support mods are supported with wedge resource tanks and processors.

- [Kerbalism](#)
- [Snacks](#)
- [TAC Life Support](#)
- [USI Life Support](#)

Connected Living Space

The Hex and Octo cores include variants with a crew transfer tunnel and are fully connective living space compatible, allowing transfer through the craft. The ADC and shrouds will also allow crew transfer.

Community resource pack

Universal Storage uses CRP resources and will work with any other CRP mod.

CREDITS

- Universal Storage is created by [DMagic](#), [Paul Kingtiger](#) and Simon Hinton ([Daishi](#))
 - Universal Storage module code built on the work of [Snjo](#) and Firespitter, without their work this wouldn't be possible.
 - Italian translation provided by [CRL42](#)
 - German translation provided by [StarStreak2109](#)
 - Module Manager maintained by [Sarbian](#) and [Blowfish](#)
 - AVC online created by [Cybutek](#)
 - Community resource pack maintained by [Rover Dude](#)
-

LICENCE

Models, textures and animations

The models, texture and animations, including the .mu files are copyright of [Simon Hinton](#) who reserves all rights. [New Zealand Copyright Act 1994](#)

- You may download and use these files and modify them for personal use.
- You may not publish or share these files or derivatives of these files.
- You may not reverse engineer these files.
- You may externally reference these files using the **model** command in KSP.
- For permission to use the model and texture assets in a way other than the above message Simon via the [KSP forums](#).

All other files and images

Code including .DLL and .CFG files are released under the [MIT license](#)

Copyright 2018 DMagic, Paul Kingtiger and Simon Hinton

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Screen shots, images and videos

You may create and publish screen shots, images and videos featuring Universal Storage running as part of KSP, including for commercial or financial gain. This does not include the texture image files, except when viewed 'in-game' as part of Kerbal Space Program.

NOTE: this license does not override or supersede any existing license regarding Kerbal Space Program or Squad / Take Two.

3RD PART MODS AND PLUG-INS PACKAGED WITH UNIVERSAL STORAGE

[Module Manager:](#) [CC share-alike license](#)

[Mini-AVC:](#) [GNU General public license v3](#)

