!!! v1.2.0 WARNING WARNING WARNING v1.2.0 !!!

This update may break your saves, BUT all breaks are easily fixable.

To **safely** install the update, do the following:

1. **If** your savegame contains *landed* **Rover Lander** *with opened doors*,
   - switch to it **before** upgrading and **close the doors**.
2. Delete the old version of the mod before installing this one. *You may keep the config.xml to save positions of GUI windows, though.*
3. Install the new version.
4. **If** your savegame contains:
   - Any ship that includes **S4-S3 or S4-S2 adapters**:
     - install the **Deprecated Parts Addon**, then recover such ship and rebuild it in editor using new Universal Stack Adapter
   - Any ship that includes *small* **Inline Hangar** or *small* **Ground Hangar**, you should either:
     - install the **Deprecated Parts Addon**, then recover such ship and rebuild it in editor,
     - or open the savegame file in any text editor, find the corresponding part (**InlineHangar1** or **Hangar1**), find the **HangarPartResizer** module and multiply the value of the **size** parameter by 2 (see the HOWTO for details).
5. After that, **if** you have installed the **Deprecated Parts Addon**, uninstall it.

ChangeLog

- **v1.2.0** - **READ THE INSTALLATION INSTRUCTIONS CAREFULLY**
  - Added resizable **Radial-to-Stack Adapters** and the 6-node **Station Hub** with elongated radial tubes to connect parts that are wider than their attach nodes.
  - Added **Procedural Adapter** with separately resizable stack nodes to connect resized hangars with other parts seamlessly.
  - Added resizable **Heavy Recycler** for those who have *Extraplanetary Launchpads* (the part will not appear if ExLP is not present). It is more powerful, has integrated lights and metal storage. Its model matches more or less the style of hangars and its trigger area is much smaller and is hidden between two arms that help to prevent accidental recycling and add a little bit of realism.
  - **REMOVED** S4-S3 and S4-S2 adapters. If you used them in some ships that are currently in flight, install the DeprecatedParts addon, or it'll break your save.
  - Reworked the model of the **Small Inline Hangar**. It **is not rounded anymore and has size2 attach nodes.** Textures for both Inline Hangars were improved a little.
  - Changed the default size (as indicated in the tweakable of a resizable part) of small *Inline Hangar* and *Ground Hangar*. They are now considered to be size2 parts. This means they can only be scaled up to twice their original size and can never be as large as their Inhabitalbe counterparts. This gives some specialization to these parts and improves ingame balance.
  - Rebalanced TechTree distribution of sizes and parts. **See the corresponding picture**.
  - Corrected Mass, Cost and Entry Cost calculations for all parts. Some became a little heavier and more expensive, some lighter and cheaper; and for all of them the Entry Cost is increased to be more stock-alike. But the more expensive the part, the less its Entry Cost in percentage.
  - Added side-walls to ramps of the Rover Lander, and made the ramps open 10 degrees more to be able to fit all low profile engines underneath, including Aerospike and Puddle.
  - Added officially maintained **DesaturatedTexturePack**.
  - **See the full list of changes and bugfixes...**
- v1.1.1.1 - **Hotfix for the issue #42**
  - Rovers are now launched at the planet/moon where the launching hangar is

landed. Sorry for that stupid bug ^_^'

- ○ Improved DropDownList: ScrollView now takes all the space to the bottom of the window and the button is wide enough to contain the longest item from the list. Also numbering of items starts from 1 now.

- v1.1.1
  - ○ Added support for the stock AppLauncher. **The Toolbar is no longer required**, but *it takes priority over the AppLauncher* if installed.
  - ○ Added option to show in Editor arrows indicating ship's forward and downward directions; such arrows are also shown for each hangar indicating orientation of a launched vessel. This should be especially **helpful in rover construction**, as rover's orientation often differs from the orientation of its control part.
  - ○ Added names to hangars and an option to rename a hangar through a context menu.
  - ○ **Removed docking ports from the *ground* hangars**. If you have something somehow docked to these ports, **undock it prior to updating**.
  - ○ Important bugfixes ([see the full list](#)):
    - ○ Fixed the problem with friction between rover wheels and hangar's floor.
    - ○ GUI Windows are now constrained to the screen boundaries.
    - ○ Hangar selector is now shown only if there're multiple hangars in the same vessel.
    - ○ A ship with launch clamps cannot be stored inside a hangar in Editor anymore.

- v1.1.0
  - ○ Added Rover Lander Hangar to easily land rovers on planetary bodies
  - ○ Added (proper) support for TAC Life Support, RemoteTech2 and DeadlyReentry (a heatshield for Rover Lander is included)
  - ○ Added recalculation of the amounts of resources on part resize, as well as several other properties of some modules. Unfortunately, I have to replicate some of TweakScale's functionality here; my part resizer is more specialized and TweakScale can't replace it, as much as want it to.
  - ○ [Fixed issues](#): 1, 5, 6, 7, 8, 9, 11, 13, 14, 16, 17
  - ○ Hotfixed Spaceport tech tree position (1:34, 7 Aug 14)

- v1.0.5324 -- Initial release