

# 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.

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## 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.

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## 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 3<sup>rd</sup> 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.

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## 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](#)
  - Module Manager maintained by [Sarbian](#) and [Blowfish](#)
  - AVC online created by [Cybutek](#)
  - Community resource pack maintained by [Rover Dude](#)
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## LICENCE

### Models, textures and animations

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- You may download and use these files and modify them for personal use.
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- 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](#)

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## 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.

## 3<sup>RD</sup> PART MODS AND PLUG-INS PACKAGED WITH UNIVERSAL STORAGE

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

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

