NAVUTILITIES CONTINUED CKAN	
	Download (/mod/1432/NavUtilities%20continued/download/0.7.2)
©	License: http://forum.kerbalspaceprogram.com/index.php?/topic/77062-11-navu
S	Game Version: 1.8.1
	Source code: https://github.com/SerTheGreat/NavInstruments/tree/continued_(h
<u>*</u>	Downloads: 9,759
1	Author: <u>Ser (/profile/Ser)</u>
<b>②</b>	Mod Website: Forum Thread (http://forum.kerbalspaceprogram.com/index.php?/

Information

## Changelog

Stats



## **Version 0.7.2** for Kerbal Space Program 1.8.1

Released on 2018-04-01

- KSP 1.4.1 and 1.4.2 compatible
- Fixed marker sounds positioning so they are not muffled by Audio Muffler mod anymore
- ▲ Download (/mod/1432/NavUtilities%20continued/download/0.7.2)

## \* Version 0.7.1 for Kerbal Space Program 1.3.0

Released on 2017-07-08

- Added a runway selection window accessible by [Alt]-click on the "RUNWAY" word on standalone HSI or via settings window
- Fixed customRunways file overwritten when adding a new runway
- ▲ Download (/mod/1432/NavUtilities%20continued/download/0.7.1)

## \* Version 0.7.0 for Kerbal Space Program 1.3.0

Released on 2017-07-06

Changes to the original version:

- KSP 1.3.0 compatible
- Added a setting to hide NavBall waypoint icon
- Brought back Blizzy's toolbar support
- Runways made loadable as regular KSP configs and thus modifiable by Module Manager
- Only the runways belonging to the current celestial body are selectable
- Fixed INS waypoint names displayed
- Simplified folder structure for the mod not being that dependent on it
- **★** Download (/mod/1432/NavUtilities%20continued/download/0.7.0)

Source Code (https://github.com/KSP-SpaceDock/KerbalStuff)

API (https://github.com/KSP-SpaceDock/KerbalStuff/blob/master/api.md)

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