

UNIVERSAL STORAGE

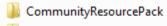
Created by Paul Kingtiger and Simon Hinton

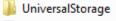
CKAN Install

I highly recommend CKAN to install Universal Storage and other mods. This system will take care of all the installation steps for you and ensure a successful installation. Using CKAN will ensure that the latest versions of the dependencies are installed and will help you keep up to date.

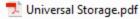
Manual Install

- 1. Unzip the downloaded file
- 2. You will find the following folder and files:





ModuleManager.2.6.5.dll



- 3. First thing you should do is read the instructions, but you already know that because you're reading this!
- 4. Next remove any existing **UniversalStorage** folder from your **GameData** folder to ensure a clean install.
- 5. Next copy all the folders and files shown above folders to your **GameData** folder.
- 6. If you have an existing **ModuleManager** file of a later version than the one shown above you can use that instead.

You can now play KSP with the new Universal Storage parts. To remove the mod simply delete the **UniversalStorage** folder from your **GameData** folder.

AVC Online

This mod comes with an AVC version file. On loading KSP you will be asked if you wish to enable version checking.

Allowing will let AVC online alert you to mod updates. AVC is opt-in and does not collect or share any private data.



Recommended mods

Universal Storage is designed to work with lots of other mods, Universal Storage will automatically detect these mods and add / adjust parts to match. For the best experience we recommend the following:

KIS

Universal Storage works with Kerbal Inventory System. With KIS installed you can pick up wedges and place them in cores. You'll also get access to new parts designed for KIS.

DMagic Orbital Science

This amazing mod adds lots of new science parts and contracts, giving you lots of new opportunities to advance Kerbal knowledge. The Orbital Science mod includes some science experiment wedges that will be available with Universal Storage and Orbital Science both installed.

Life support mods

Universal Storage includes config files to work with the populate life support mods, providing the resources required to keep your Kerbals alive. New parts will be available depending on what life support mod you have installed. Supported mods include:

- TAC Life Support
- Asmi's ECLSS
- IonCross Life Support
- IFI Life Support
- Snacks!
- USI Life Support

Other mods

Tweakscale

Universal Storage is Tweakscale compatible and includes code to allow wedges and cores to scale by set amounts, this ensures your parts will always fit together.

Connected living space

The OctoCore and HexaCore include internal transfer corridors allowing kerbals to move though them.

Community tech tree

Thanks to GrimerX we now have community tech tree integration for all our parts. This code will automatically update the tech level if CTT is installed.

Community resource pack

Finally, as well as the above life support mods, Universal Storage will work with any other mod using the community resource pack standard. Note you may have to tweak the config files to activate parts.



Universal Storage License

Created by Paul Kingtiger and Simon Hinton

1. Models and textures

The models and textures, including the .mu files and image files are copyright of Simon Hinton who reserves all rights.

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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

2. Part.cfg and module manager files

All files included in the mod ending in .cfg are released under the <u>Creative Commons Attribution-ShareAlike 4.0 International License</u>. This includes any files packaged with this mod using the *.cfg file name and not covered by a separate license in sections 1 and 4 of this document.

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3. 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

4. 3rd party mods and plug-ins packaged with Universal Storage

Module Manager: CC share-alike license

Advanced Animator: Creative Commons Attribution-ShareAlike 4.0 International License

Mini-AVC: GNU General Public License v3

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