



 **HANGARS** HEAVY
STATION
KIT

Version 2.05

PREFABS

Aggregates

Ballons and Cables, Cargocase, Consoles, Rail and Crane modular system, Reactor and Server.



AGGREGATES

Prefabs	Tris (LOD 0)	Colors	Materials	Align
25	70 – 18510	6	Prefabs/Aggregates/Meshes/Materials/... <i>H2_Aggregates_0 — H2_Aggregates_5</i> <i>Customize colors for some elements</i>	for Rails: Position X 5 Y 0 Z 5 Offset X 10 Y 10 Z 10 for Other: FREE

Aggregates2

are huge single, dual and trio Pipes, Flat reactor, Huge barrels with various pipes.



AGGREGATES 2

Prefabs	Tris (LOD 0)	Colors	Materials	Align
13	958 – 12056	1	Prefabs/Aggregates2/Meshes/Materials/... <i>H2_Aggregates</i>	FREE

Arches

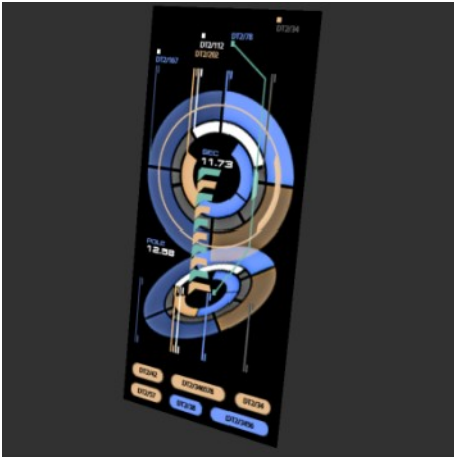
are three types of L shaped design elements, with customizable solid and/or transparent pieces .



ARCHES

Prefabs	Tris (LOD 0)	Colors	Materials	Align
26	420 – 716	2	Prefabs/Walls/Meshes/Materials/... <i>H2_Arches, H2_Arches_T</i> <i>Customize colors for inside panels</i>	Position X 5 Y 0 Z 5 Offset X 10 Y 10 Z 10

Displays (Animated)



DISPLAYS

Prefabs	Tris	Colors	Materials	Align
7	2 - 24	1	Prefabs/Displays/Meshes/Materials/...	Parent Object

Doors and Gates



DOORS

Prefabs	Tris	Colors	Materials	Align
5	78 - 1236	6	Prefabs/Supports/Meshes/Materials/... <i>H2_Supp_Doors_0 — H2_Supp_Doors_5</i> <i>Customize colors for some elements</i>	Position X 5 y 0 z 5 Offset X 10 Y 10 Z 10

Elevators

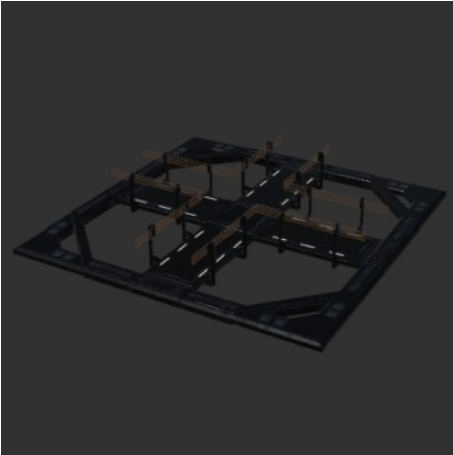


ELEVATORS

Prefabs	Tris	Colors	Materials	Align
1	9944	1	Prefabs/Supports/Meshes/Materials/... <i>H2_Supp_Doors_0</i>	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10

Floors

come as Floor Frames in sizes of 10 and 5 meters. There are also two types of narrow Transition elements and four types of Hand-rails. To increase visual interest, there are solid and transparent Floor Fill pieces to fit in floor frames.



FLOORS

Prefabs	Tris (LOD 0)	Colors	Materials	Align
61	28 – 5120	2	Prefabs/Floors/Meshes/Materials/... <i>H2_FloorsSolid, H2_FloorsGlass</i> <i>Customize colors for fills elements</i>	Position X 0 Y 0 Z 0 Offset X 10 Y 10 Z 10

Garage

are modular pieces for vehicle with wheels. Around that can be placed special maintenance platforms and with ladder for humans to get up. Also there has own console and aggregate.



GARAGE

Prefabs	Tris (LOD 0)	Colors	Materials	Align
8	60 – 2374	1	Prefabs/Garage/Meshes/Materials/... <i>H2_Garage</i>	FREE

Gateway

are room-scaled areas for vehicles, with full-sized animated gates.

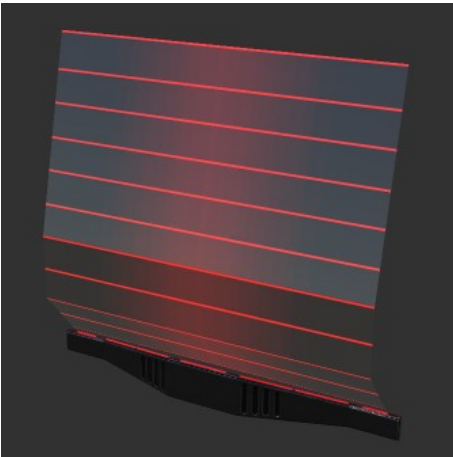


GATEWAY

Prefabs	Tris (LOD 0)	Colors	Materials	Align
19	44 – 10174	1	Prefabs/Gateway/Meshes/Materials/... <i>H2_Gateway, H2_Shield</i>	FREE

Outside

has modular energy barrier with intent for placing around the base. Also huge stairs, animated radar, cone-shaped station.



OUTSIDE

Prefabs	Tris (LOD 0)	Colors	Materials	Align
8	178 – 15746	1	Prefabs/Outside/Meshes/Materials/... <i>H2_Outside</i>	FREE

Pipeline1

are new small modular pipelines.



PIPELINE 1

Prefabs	Tris (LOD 0)	Colors	Materials	Align
5	364 – 728	6	Prefabs/Aggregates/Meshes/Materials/... <i>H2_Aggregates_0 — H2_Aggregates_5</i>	FREE

Pipeline2

looks like ones in Base v2, but now they are modular.



PIPELINE 2

Prefabs	Tris (LOD 0)	Colors	Materials	Align
19	928 – 2292	6	Prefabs/Aggregates/Meshes/Materials/... <i>H2_Aggregates_0 — H2_Aggregates_5</i>	FREE

Props

are small and medium barrels, small battery, small to medium to big boxes, and small but narrow and long box that can be stacked on itself in pyramid form.

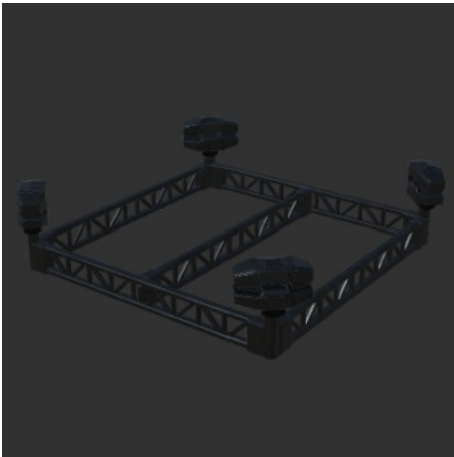


PROPS

Prefabs	Tris (LOD 0)	Colors	Materials	Align
8	236 – 3852	6	Prefabs/Props/Meshes/Materials/... <i>H2_Props_0 — H2_Props_5</i>	FREE
<i>Customize colors for some elements</i>				

Supports

are used to enhance heavy look of the base, and they fit into special slot in Floor Frame pieces.



SUPPORTS

Prefabs	Tris (LOD 0)	Colors	Materials	Align
17	132 – 4336	1	Prefabs/Supports/Meshes/Materials/... <i>H2_Supp_Doors_0</i>	Position X 0 y 0 z 0 or FREE
				Offset X 10 Y 10 Z 10
				and FREE

Top Bottom

are used to increase visual depth of the level when needed, and they come in three different pieces.



TOP BOTTOM

Prefabs	Tris (LOD 0)	Colors	Materials	Align
6	564 – 574	2	Prefabs/Top Bottom/Meshes/Materials/... <i>H2_TB, H2_TB_A</i>	Position X 0 y 0 z 0
<i>Customize colors for some elements</i>				Offset X 10 Y 10 Z 10

Top-Down

has four types of walls for outside, and elements to close gaps for Top-Down use.



TOP-DOWN

Prefabs	Tris (LOD 0)	Colors	Materials	Align
13	74 – 370	1	Prefabs/Top-Down/Meshes/Materials/... <i>H2_Top-Down</i>	Position X 0, 5 y 0, 5 z 0, 5 Offset X 10, 5 Y 10, 5 Z 10, 5 and FREE

Top-Down2

has new supports for outside that strenghten visual look, three additional walls for outside, and pieces for Top-Down use.



TOP-DOWN 2

Prefabs	Tris (LOD 0)	Colors	Materials	Align
8	164 – 1852	1	Prefabs/Top-Down2/Meshes/Materials/... <i>H2_TopDown2</i>	Position X 0, 5 y 0, 5 z 0, 5 Offset X 10, 5 Y 10, 5 Z 10, 5 and FREE

Walls has 5 and 10 metres elements, flat and L and C shaped, with openings for doors, gates and windows.



WALLS

Prefabs	Tris (LOD 0)	Colors	Materials	Align
16	111 – 534	6	Prefabs/Walls/Meshes/Materials/... <i>H2_Walls1_0 — H2_Walls1_5</i> <i>Customize colors for some elements</i>	Position X 0 y 0 z 0 Offset X 10 Y 10 Z 10 and FREE