

## Sequencer for Infernal Robotics

[Mods](#)

12,607 Downloads   Last Updated: [Jul 16, 2015](#)   Game Version: 1.0.4

Description

Files

Relations

### About Project

Project ID

Created

Updated

Total Downloads

License


232790


[Jul 16, 2015](#)

[Jul 16, 2015](#)

12,607

[GNU General Pub...](#)

 [Report](#)

 [Follow](#)

### Categories



### Members




[\\_ForgeUser2418718](#)




Owner

### Recent Files



[Sequencer\\_for\\_Infernal\\_Robotics-0.4.zip](#)

[Jul 16, 2015](#)





# ROBOTICS

## Sequencer

Development Release of the first official add-on to **Infernal**

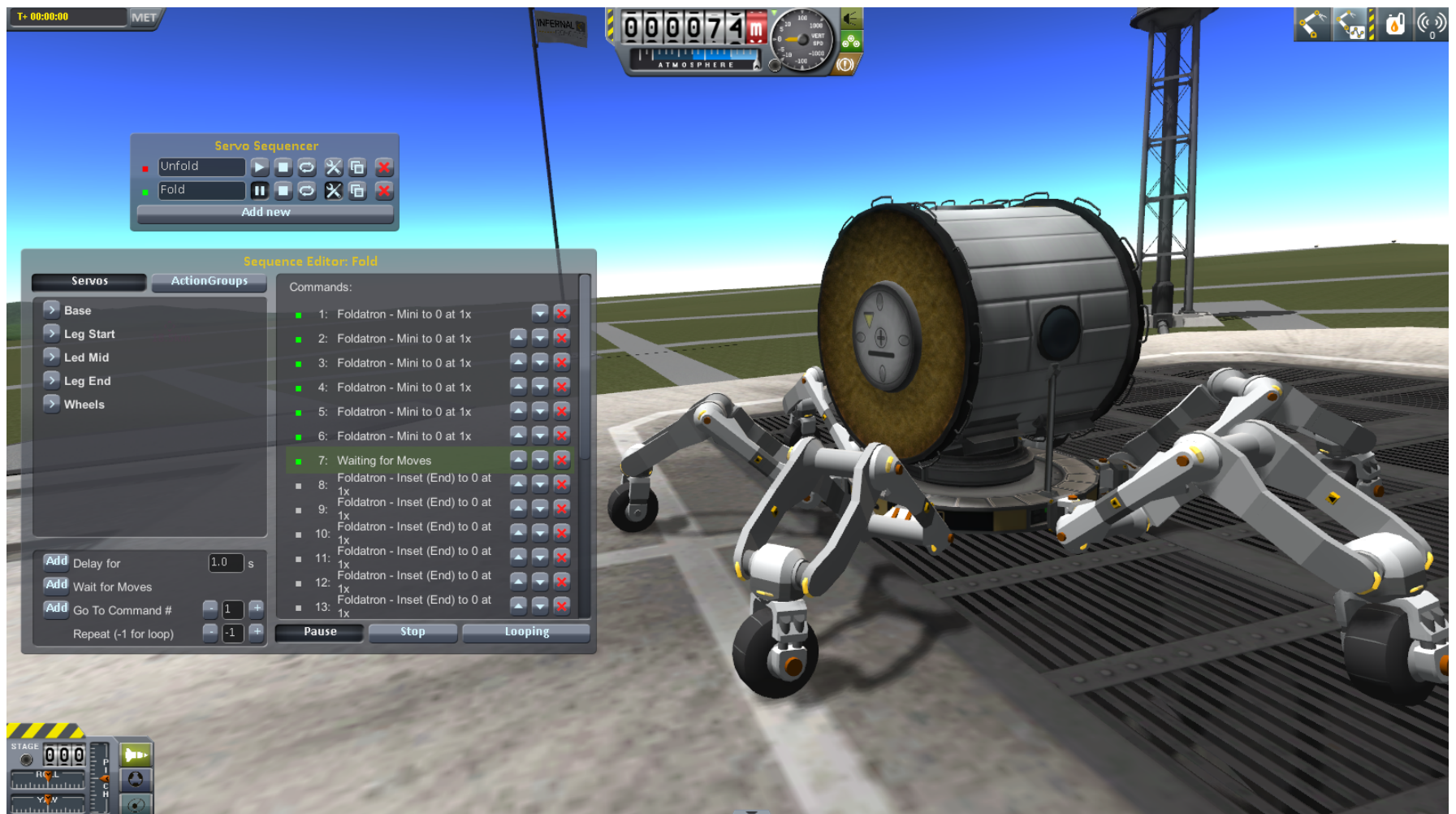
**Robotics**

**This mod will NOT work without the latest version of Infernal Robotics.**

### What it does?

This add-on serves as an example on how to use IR's new **API**.

With this mod you can create and play sequences of servo movement commands and special commands, like GoTo, Toggle ActionGroup, Delay and Wait.




Short video: <http://gfycat.com/OddballMerryAsiati...freshwaterclam>

Changelog \* Version 0.4 Requires IR version 0.21.3 and higher ## \* Works in KSP 1.0.4 \* **Major:** You can now create and edit sequences in editor (VAB, SPH). But there are several limitations: \* It is best to leave it as a last part of your craft building as adding or removing parts may create problems and reset your sequences. \* You still need the probe core to


## Comments

[illegible]

 **mostafabaghbani** ▼ Posted May 26, 2019 #2

Hi please for 1.3

[Report](#) [Reply](#) [Quote](#) [Multi-quote](#)

 [BaelRathLian](#) ▼ Posted [Dec 16, 2017](#) [#1](#)

Love this mod. The only things that would make it better is a connect anywhere option and a higher weight limit on the legs/wheels. I had an interesting idea but sadly the legs would only connect to a node.

[Report](#) [Reply](#) [Quote](#) [Multi-quote](#)