

KERBAL JOINT REINFORCEMENT

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License: GPLv3



Game Version: 1.3.0



Source code: <https://github.com/ferram4/Kerbal-Joint-Reinforcement> (<https://github.com/ferram4/Kerbal-Joint-Reinforcement>)



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Mod Website: [Forum Thread \(http://forum.kerbalspaceprogram.com/index.php?/...](http://forum.kerbalspaceprogram.com/index.php?/...)



Followers: 648

OUTDATED MOD

This mod is not known to work with the latest version of Kerbal Space Program. Proceed with caution.

Information

Changelog

Stats

Tired of rockets collapsing when physics initializes, but it would be fine if physics didn't start with a jerk?

Irritated launch clamps can twist your rocket apart when physics starts for no apparent reason?

Need more joint stiffness because you're playing Real Solar System and the stock joints just don't cut it?

Then you need KERBAL JOINT REINFORCEMENT!

Shortened Features List

- Physics Easing
- Launch Clamp Easing
- Increase stiffness and strengths of connections
- Stiffen interstage connections
- Stiffen launch clamp connections
- Option to make connections fail at lower forces to maintain difficulty in launching

More information available on the forum page

(<http://forum.kerbalspaceprogram.com/index.php?/topic/50911-105-kerbal-joint-reinforcement-v314-62215/>).

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

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

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