

Kerbal Joint Reinforcement - Next

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By Rudolf Meier, May 3 in Add-on Releases

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Rudolf Meier

Rocket Scientist



Members

[+ 452](#)

750 posts

Posted May 3 (edited)

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Kerbal Joint Reinforcement - Next

Finally a new version of Kerbal Joint Reinforcement is available. It is not just an update to the classic Kerbal Joint Reinforcement or a continuation. The code has been rewritten in major parts.

The main goals were

- To improve the performance. First: Inside the mod itself. It acts quicker and executes all the tasks faster. Second: In the game. It tries to build less needless joints. This improves the the performance of your game and should provide better and more stable results.
- To be more stable. To do that the mod does now build the extra joints in a completely new way. Instead of just building a joint and try to keep everything in place as it is right now, it builds the joints according to the original construction plans of the ship and tries to keep the parts not "where they are now" but "where the should be".
- Additionally it offers a debug version with a tool to

make all joints visible. This helps in finding problems with either the ship construction or a variety of bugs (like the undocking bug, some procedural fairing anomalies and autostrut problems).

What Does It Do?

The main idea of this mod is to make wobbly and unstable rockes more stable. Not unrealisticly stable, but in a way you would expect it. It can replace all autostruts and is fully automatic.

Questions

What do you have to make it working?

Just install it. It will do everything automatically.

Is it compatible with the new DLC and its robotic parts?

Yes! It does not lock the servos and does its best to keep everything stable.

Is this version stable?

Yes it is! No experiments going on here...

Supported KSP Version

Works with 1.4 and later. The latest version is compiled against 1.7.3.

How To Get It

this mod is 

Download: <https://github.com/meirumeiru/Kerbal-Joint-Reinforcement/releases>

Source: <https://github.com/meirumeiru/Kerbal-Joint-Reinforcement>

[Reinforcement](#)

License: GPL-3.0

Info For Developers

[\[WIP\] Kerbal Joint Reinforcement - Next](#)

Edited July 22 by Rudolf Meier



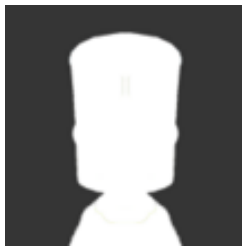
Quote

You, MartGonzo, Chimichanga and 11 others like this



mrclucks

Spacecraft Engineer



Members

+ 86

376 posts

Location: On a Ballistic trajectory

Posted May 4

Report post

now that we have autostrut, I thought that KJR wasn't needed anymore. why do we need KJR next?



Quote



Rudolf Meier

Rocket Scientist



Members

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750 posts

Posted May 4

Report post



On 5/4/2019 at 4:16 PM, mrclucks said:



now that we have autostrut, I thought that KJR wasn't needed anymore. why do we need KJR next?

Because autostruts need to be activated by hand and autostruts are not very intelligent in their behavior. The overall experience can be better when using a mod instead of autostruts. And KJR Next tries to be that mod.



Quote

Chimichanga, Drakenex, Geschosskopf and 1 other like this



MechBFP

Junior Rocket Scientist



Members

+ 601

661 posts

Posted May 4 (edited)

Report post

What is different between this and KJR - Continued?

Edited May 4 by MechBFP

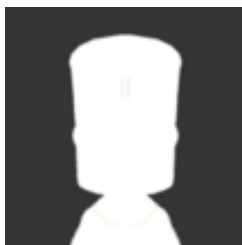


Quote



Rudolf Meier

Rocket Scientist



Members

+ 452

750 posts

Posted May 4

Report post



On 5/4/2019 at 7:22 PM, MechBFP said:



What is different between this and KJR - Continued?

KJR Next is a new development and will become an even newer one (in the next week) with the same goal of KJR (and contains some of the original code of course). It has been developed because of the Infernal Robotics Next development and has developed into a standalone project.

KJR Continued is the same as the original KJR, but with ... let's say "maintenance updates" like adaptation to new KSP versions and maybe minor bugfixes... something like that I guess. But I cannot speak for the "continued" part.



Quote

zer0Kerbal likes this



MechBFP

Junior Rocket Scientist



Posted May 4

Report post



On 5/4/2019 at 7:32 PM, Rudolf Meier said:



KJR Next is a new development and will become an



Members

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661 posts

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KJR Continued is the same as the original KJR, but with ... let's say "maintenance updates" like adaptation to new KSP versions and maybe minor bugfixes... something like that I guess. But I cannot speak for the "continued" part.

That didn't actually answer my question at all. Why would I choose to use this instead of KJR Continued?

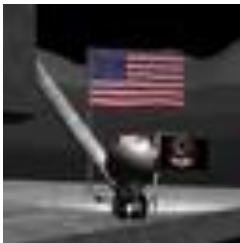


Quote



I_Killed_Jeb

Kerbal Morphulis



Members

+ 416

807 posts

Posted May 4

Report post



On 5/4/2019 at 4:16 PM, mrclucks said:



now that we have autostrut, I thought that KJR wasn't needed anymore. why do we need KJR next?

autostruts are laggy as heck



On 5/4/2019 at 10:32 PM, MechBFP said:



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you can choose whichever you would like



Quote



[sIGPIC]/[/sIGPIC]



MechBFP

Junior Rocket Scientist



Members

+ 601

661 posts

Posted May 4

Report post



On 5/4/2019 at 10:37 PM, I_Killed_Jeb said:

you can choose whichever you would like

Thanks, no idea I had free will. Still doesn't answer my question.



Quote

mrclucks and TackleMcClean like this



A Wandering Mage

Bottle Rocketeer



Members

+ 8

7 posts

Posted May 5 (edited)

Report post



MechBFP,

To your question, I emboldened, Italicized, and then underlined your answer below for you just in case if you were still missing the very visible answer to your question. If you feel this did not adequately satisfy your question, perhaps you could elaborate more as to what specifically about the fact he really cant speak for the "continued" version to really elaborate the difference for you that you didnt understand.

On 5/4/2019 at 7:32 PM, Rudolf Meier said:

KJR Next is a new development and will become an even newer one (in the next week) with the same goal of KJR (and contains some of the original code of course). It has been developed because of the Infernal Robotics Next development and has developed into a standalone project.

KJR Continued is the same as the original KJR, but with ... let's say "maintenance updates" like adaptation to new KSP versions and maybe minor bugfixes... something like that I guess. But I cannot speak for the "continued" part.

or perhaps maybe reading another persons take on the

matter could shed more light on the matter?

On 5/4/2019 at 10:37 PM, I_Killed_Jeb said:

autostruts are laggy as heck

you can choose whichever you would like

I took the liberty of emboldening, Italicizing, and underlining Again as it would seem they are very similar mods that both do similar things. perhaps maybe it is the knowledge that this was being made parallel to infernal robotics - next that would steer you this direction maybe in the hopes of better compatibility and similar coding, or maybe once more details are out about the respective mods you could perhaps make the decision then as it sounds like this author is going to be make some significant changes in the near future.

Either way there is no need to be snarky to someone who was trying to politely answer your questions.

Edited May 5 by A Wandering Mage



Quote

You, coredumpster, Bjhines3d and 2 others like this



Lisias

Boldly crashing what no Kerbal has crashed before!



Members

+ 2,620

2,665 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

Posted May 5

Report post



On 5/4/2019 at 11:09 PM, MechBFP said:

Thanks, no idea I had free will. Still doesn't answer my question.

Because KJR/Next works faster, taxing way less the CPU for the most part of the flying (some hiccups happens when the craft explodes). It also solves some bugs by eliminating the situation where such bugs would happen instead of mangling the parts that would suffer it.

SouthAmerica ! Brazil !
SãoPaulo ! Capital ! Home !
LivingRoom ! MyChair

It will also work seamlessly with some other Add'Ons (as Infernal Robotics) instead of demanding user editing on config files.

I think that by now you should had the picture. And now you can use your recently discovered free will to test both on your machine and decide what of them will work better for you.

[Caveat Emptor.](#) 🤖



[Quote](#) [Edit](#)

peteletroll, zer0Kerbal, A Wandering Mage and 4 others like this

Everybody borks. — Gregory Kerman ✕ ▾

Rudolf Meier

Rocket Scientist



Members

+ 452

750 posts

Posted May 5 (edited)

[Report post](#)



On 5/4/2019 at 10:32 PM, MechBFP said:



That didn't actually answer my question at all. Why would I choose to use this instead of KJR Continued?

oh, your question was meant technically 🤖 ... so then the answer would be, that like other said already, its main goal was to support Infernal Robotics (the old one did more or less stop doing anything as soon as it detected an IR part and that's not really what you want). But since then the project developed into its own mod project.

This version tries not simply to build struts everywhere but do it in a useful maner. The old solution was good... the first part. But then in the second part it starts to build up random struts (I guess because of frustration that it didn work with the first idea?) and this generates a huge load for the game engine. This mod tries to fix that... and my debug version will bring you the potential to see which joints break and why. And this can then be used to either improve your ship or improve KJRn in a future version.

And the last reason why to choose it... does "Next" not give you the feeling that the product is somewhat "advanced" over the one with the name "Continued"? 🤖 ... and does

"Next" not sound more kerbal than "Continue"?

Edited May 5 by Rudolf Meier



Quote

You, peteletroll, MechBFP and 5 others like this



MechBFP

Junior Rocket Scientist



Members

+ 601

661 posts

Posted May 5

Report post



On 5/5/2019 at 6:55 AM, Rudolf Meier said:



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And the last reason why to choose it... does "Next" not give you the feeling that the product is somewhat "advanced" over the one with the name "Continued"? 🤖... and does "Next" not sound more kerbal than "Continue"?

That makes perfect sense now. Thanks for the details!



Quote



HebaruSan

External Tank



Members

+ 3,788

3,107 posts

Posted May 5 (edited)

Report post

On 5/5/2019 at 6:55 AM, Rudolf Meier said:

This version tries not simply to build struts everywhere but do it in a useful maner. The old solution was good... the first part. But then in the second part it starts to build up random struts (I guess because of frustration that it didn work with the first idea?) and this generates a huge load for the game engine. This mod tries to fix that... and my debug version will bring you the potential to see which joints break and why.

I hope you'll take this in the constructive spirit in which it's offered, but adding some text along these lines to the OP would make many folks' lives easier. Now that both Next and Continued are listed on CKAN, anyone installing a KJR-depending mod will be asking him- or herself what the difference is, and the forum threads are one of the first places they'll check.

Edited May 5 by HebaruSan

+ Quote

CrashTestDanny, Jognt and hab136 like this



Rudolf Meier

Rocket Scientist



Posted May 5

Report post

On 5/5/2019 at 3:15 PM, HebaruSan said:

I hope you'll take this in the constructive spirit in which it's offered, but adding some text along these lines to the OP would make many folks' lives easier.



Members

+ 452

750 posts

Now that both Next and Continued are listed on [CKAN](#), anyone installing a KJR-depending mod will be asking him- or herself what the difference is, and the forum threads are one of the first places they'll check.

I will... this is not finished yet because everything went a bit (too) fast...



Quote

Jognt, HebaruSan and zer0Kerbal like this



TK421d

DadJoke Writer



Members

+ 76

434 posts

Posted May 5

Report post



On 5/5/2019 at 3:33 PM, Rudolf Meier said:



I will... this is not finished yet because everything went a bit (too) fast...

as HebaruSan said, is exactly how/why I ended up here on the forum in this thread... 🤖

that said, I guess i'm going to tighten down the straps on my 5-point harness and get ready for a bumpy ride!



Quote



mrclucks

Spacecraft Engineer



Members

+ 86

376 posts

Location: On a Ballistic

Posted May 6

Report post



On 5/5/2019 at 12:17 AM, Lisias said:



Because KJR/Next works faster, taxing way less the CPU for the most part of the flying (some hiccups happens when the craft explodes). It also solves some bugs by eliminating the situation where such bugs would happen instead of mangling the parts that would suffer it.

It will also work seamlessly with some other Add'Ons

trajectory

(as Infernal Robotics) instead of demanding user editing on config files.

I think that by now you should had the picture. And now you can use your recently discovered free will to test both on your machine and decide what of them will work better for you.

[Caveat Emptor.](#) 🐼

makes sense. I'll assume that KJR-N will be the 'best' for now since it works well with IR(which moves) so it should work just as well with parts that are mostly stationary.

I'll be testing out some crafts which slowly sacrifice itself to the Kraken and see how it fairs then.

▼ On 5/4/2019 at 5:04 PM, Rudolf Meier said: ➡

Because autostruts need to be activated by hand and autostruts are not very intelligent in their behavior. The overall experience can be better when using a mod instead of autostruts. And KJR Next tries to be that mod.

did not think that autostruts were that bad, but hopefully, this mod thrives and maybe eventually KSP will change their autostrut code to be more like KJR-N



Quote



Lisias

Boldly crashing what no Kerbal has crashed before!



Posted May 6

Report post ➡

▼ On 5/6/2019 at 12:44 PM, mrclucks said: ➡

Did not think that autostruts were that bad, but hopefully, this mod thrives and maybe eventually KSP will change their autostrut code to be more like KJR-N



Members

+ 2,620

2,665 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

It's not that's bad, it happens that KJR is better.

Think as a good thing being shadowed by a better one .

That said, I don't use KJR in everything. Sometimes I want to make the thing works by brute force using autostruts.

It's nice to see wings bending on high Gs!



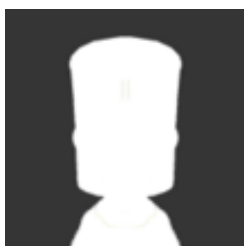
Quote

Edit

Everybody borks. – Gregory Kerman ✕ ▾

Columbo

Bottle Rocketeer



Members

+ 9

15 posts

Posted May 7

Report post

With KJR-continued i had terrible stuttering (1-2sec. freezes every 3-5seconds).

KJR-Next runs super smooth with no stuttering or hickups. Thanks mate.



Quote

You, Rudolf Meier and zer0Kerbal like this



Puggonaut

Sr. Spacecraft Engineer



Members

+ 983

466 posts

Posted May 7

Report post

This is great , now I can get back to building very silly idea's again 😄 Thanks for updating this .



Quote

Rudolf Meier likes this



Tyko

Space Pirate! Aaargh!



Posted May 7

Report post

Just installed last night...looks great so far. Thanks 🤖



Members
+ 2,392
3,095 posts
Location: Seattle, WA



Quote



JaredTheDragon

Rocketry Enthusiast



Members
+ 25
97 posts

Posted May 7

Report post

What version of KSP is this optimized for? It would be nice if you had that in the title, much like every other add-on here on the site. 🤖

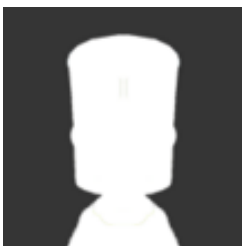


Quote



Rudolf Meier

Rocket Scientist



Members
+ 452
750 posts

Posted May 7

Report post



On 5/7/2019 at 5:29 PM, JaredTheDragon said:



What version of KSP is this optimized for? It would be nice if you had that in the title, much like every other add-on here on the site. 🤖

I updated the info... it works in 1.4 and later.

I don't like those titles, because mods do normally work on more than one KSP version. And when you have 1.6 or 1.5.12 in the title, many have the wrong impression, that it doesn't work in 1.7 and start asking for updates.



Quote

Miracle Magician likes this



Lisias

Boldly crashing what no Kerbal

Posted May 8

Report post

has crashed before!



Members

+ 2,620

2,665 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair



On 5/7/2019 at 7:07 PM, Rudolf Meier said:



I updated the info... it works in 1.4 and later.

My forked worked on 1.3.x and 1.2.2 🤖

but I carefully avoided calling any functionality that wasn't present on 1.3 (1 2.2 was plain luck).

Once you add decent UI you will lose 1.2 and 1.3 compatibility, however.

you can't have the cake and eat it too. 🤖



Quote Edit

zer0Kerbal likes this

Everybody borks. — Gregory Kerman ✕ ▾

kcs123

Junior Rocket Scientist



Members

+ 769

2,306 posts

Posted May 9

Report post 🔄

Finally being able to test one of my intentionally made woobling craft. One of those clumsy builds necessary to create when you don't have proper parts unlocked in career game. Without KJR it wooble a lot when you steer it in atmosphere, even with stock autostruts enabled on most parts as well as enabling riggid joints. Still possible to put it in orbit if you steer rocket very gently, but in slight mistake, especialy if you use keyboard, craft would fall apart quickly.

With KJRn, it works like a charm. Even with unoptimised KOS scripts it would reach orbit without any issue. It works much better than I have expected to behave.



Quote

Rudolf Meier likes this



[Official FAR Craft Repository](#) - show off your designes there ✕ ▾
or ask how to build one.

Craft examples - efficient crafts for FAR: [KCS Space Planes Craft Repository](#) - redefining term of light and heavy payload.

[How to use FAR graph when you design craft ?](#) - click to

Rudolf Meier

Rocket Scientist



Members

+ 452

750 posts

Posted May 9

Report post

On 5/9/2019 at 5:09 PM, kcs123 said:

With KJRn, it works like a charm. Even with unoptimised kOS scripts it would reach orbit without any issue. It works much better than I have expected to behave.

Thanks for your test and report... I'm glad it works so well. And this despite that fact, that I still see potential for improvements 🐼



Quote

Jognt and zer0Kerbal like this



1

2

3

4

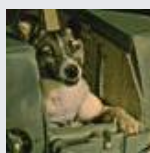
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NEXT



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