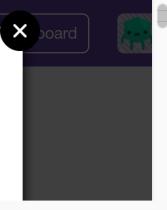
# GNU LESSER GENERAL PUBLIC **LICENSE**

Version 3, 29 June 2007

Copyright (C) 2007 Free Software Foundation, Inc. http://fsf.org Everyone is permitted to copy and distribute verbatim copies of this license





#### MechJeb

Mods

2,649,270 Downloads Last Updated: Mar 2, 2019 Game Version: 1.6.1

Description

Files

Source



Relations

### **About Project**

Project ID

Created

Updated

**Total Downloads** 

License





220221

May 6, 2014

Mar 2, 2019

2,649,270

GNU Lesser Gene...

Donate

## **Categories**





#### **Members**



Sarbian Owner



MuMech





\_ForgeUser14833158

Contributor

#### **Recent Files**



MechJeb2 v2.8.3.0 for KSP 1.6.x

Mar 2, 2019



Usage instructions:

Add either the AR202 surface-attached case from the Control tab or the MechJeb pod from the Pods tab to one of your vessels. Then use the button on the right side of the screen to access MechJeb window selection interface, and click on the buttons to activate the windows. The windows can be dragged anywhere on screen, and their position is saved and reused among all rockets.

Links:

KSP Forum thread

**Support Requests** 

# Comments



When posting, please be sure that the content of your post does not violate our Terms of Service.

Post Reply





Posted <u>5 days ago</u> #934

Does this work with 1.7+?

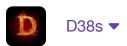
Last edited by PillipSwift: 5 days ago

Tools Report Reply Quote Multi-quote



Posted <u>5 days ago</u> #935

In reply to PillipSwift: Nvm



совсем забросили классный мод! надеюсь будет для второй части!

Report Reply Quote Multi-quote



mr\_firevork55 ▼

Posted <u>Aug 21, 2019</u> #932

Here no version 1.7 Please, do make version 1.7

Report Reply Quote Multi-quote



Sammakko78 ▼

Posted <u>Aug 1, 2019</u> #931

How come when i try to land on the Desert airfield i literally land on the runway but when i try it on the KSC it lands me into the ocean or the mountains..?

Report Reply Quote Multi-quote



martewes <

Posted <u>Jul 8, 2019</u> #930

Update!!!

Report Reply Quote Multi-quote



myazlooksgreat ~

Posted <u>Jun 24, 2019</u> #929

https://forum.kerbalspaceprogram.com/index.php?/topic/154834-17x-anatid-robotics-mumech-mechjeb-autopilot-284-14-june-2019/

Scroll down a little for the versions, with the latest MechJeb 2.84 for KSP 1.7.x

No thanks to others who knew, but weren't so helpful:P



I saw the version on the MechJeb forum says it is released for KSP 1.7. Is the version on Curse outdated or was the information incorrect?

Report Reply Quote Multi-quote



watchyoback1382 ▼

Posted <u>Apr 23, 2019</u> #926

Will you be doing a 1.7.+ update soon? I would love to use this mod with the most recent update. Long fan of the mod, Thank you .

Report Reply Quote Multi-quote



daretobeanadventure -

Posted <u>Jun 19, 2019</u> #928

In reply to watchyoback1382:

Check the MechJeb forums. For some reason the devs posted the updated 1.7 version of the mod there and just like forgot to post the file here for whatever reason.

Report Reply Quote Multi-quote



lucasrosseland <

Posted Mar 21, 2019 #924

The Ascent Guidance window is automatically placed off screen, hindering the ability to Engage Autopilot. When the window is clicked and dragged to a useful location, it immediately returns to the original offset position.

Report Reply Quote Multi-quote



lucasrosseland

Posted Mar 25, 2019 #925

2.8.1.0 works with the latest.



picyispicy •

OK... MJ2 is broken in 1.6.0. MJ2 can not catch the target and vibrate the ship. So I will return to 1.5.1.

or.... 1.4.x.

Last edited by picyispicy: Mar 3, 2019

Tools Report Reply Quote Multi-quote



racsumsar123 ▼

Posted Feb 10, 2019 #922

something is terribly wrong with landing guidance, it starts the suicide burn way to late... which causes your vessel to crash (obviously)

Report Reply Quote Multi-quote



Kalumet82 ▼

Posted Jan 21, 2019 #921

Hello.

Many thanks for creating the super mod

Unfortunately, it has not been usable for some time now. It would be a shame if the mod could not continue to be adapted to new appearing versions of KSP (in the moment 1.6.1 2401).

I would also like to donate another 10-20 € to you, and I can well imagine that I'm not the only one who would be willing / is.

Yours sincerely

A fan :-)

Hallo,

vielen herzlichen Dank für die Erstellung der super Mod.

Leider ist sie nun schon einige Zeit nicht mehr benutzbar. Es wäre wirklich Schade wenn der Mod nicht auch weiterhin an neu erscheinende Versionen von KSP angepaßt werden könnte (im Momment 1.6.1 2401).

Ich wäre auch gerne bereitr nochmal 10-20 € zu spenden, und ich kann mir gut vorstellen das ich nicht der einzige bin der dazu bereit wäre / ist .

Mit freundlichen Grüßen

Ein Fan :-)

Report Reply Quote Multi-quote



joacaz\_11 ▼

Posted Jan 18, 2019 #920

Pls update this Beautiful mod!



How do i keep the mechjeb tabs open after every launch

Report Reply Quote Multi-quote



foxxy8969 ▼

Posted Jan 6, 2019 #918

all the stuff just isn't working :( I MISS Mechjeb qq

Report Reply Quote Multi-quote



mishari26 🔻

Posted <u>Jan 5, 2019</u> #917

I've recently come back to my old save from 1.4.1.

And as soon as started up 1.6.1 I got error messages that Mechjeb was not compatible, and all my ships that had mechjeb on them disappeared from the sky haha. spacestations and mining posts.. all gone.

I didn't want to go back, so I'm hoping a new update is coming?

Report Reply Quote Multi-quote



user\_58748112 ▼

Posted Jan 4, 2019 #916

Please update for version 1.6 please