


**MechJeb**

Mods

2,649,270 Downloads   Last Updated: [Mar 2, 2019](#)   Game Version: 1.6.1

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## About Project

 Report

Project ID	220221
Created	<a href="#">May 6, 2014</a>
Updated	<a href="#">Mar 2, 2019</a>
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[MechJeb2 v2.8.3.0 for KSP 1.6.x](#)

[Mar 2, 2019](#)



















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:

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## Comments



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PillipSwift ▼

Posted [5 days ago](#) #934

Does this work with 1.7+?

Last edited by [PillipSwift](#): [5 days ago](#)

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PillipSwift ▼

Posted [5 days ago](#) #935

In reply to [PillipSwift](#):

Nvm

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D38s ▼

Posted [Aug 25, 2019](#) #933

совсем забросили классный мод! надеюсь будет для второй части!

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mr\_firevork55 ▼

Posted [Aug 21, 2019](#) #932

Here no version 1.7  
Please, do make version 1.7

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Sammakko78 ▼

Posted [Aug 1, 2019](#) #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..?

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martewes ▼

Posted [Jul 8, 2019](#) #930

Update!!!

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myazlooksgreat ▼

Posted [Jun 24, 2019](#) #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

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daretobeanadventure ▼

Posted [Jun 19, 2019](#) #927

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 Is the version on Curse outdated or was the information incorrect?

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watchyoback1382 ▼

Posted [Apr 23, 2019](#) #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 .

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daretobeanadventure ▼

Posted [Jun 19, 2019](#) #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.

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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.

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lucasrosseland ▼

Posted [Mar 25, 2019](#) #925

2.8.1.0 works with the latest.

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picyispicy ▼

Posted Mar 3, 2019 #923

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

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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)

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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 bereit 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 :-)

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joacaz\_11 ▼

Posted Jan 18, 2019 #920

Pls update this Beautiful mod!

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Apollo3238 ▼

Posted [Jan 9, 2019](#) #919

How do i keep the mechjeb tabs open after every launch

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foxy8969 ▼

Posted [Jan 6, 2019](#) #918

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

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mishari26 ▼

Posted [Jan 5, 2019](#) #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?

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user\_58748112 ▼

Posted [Jan 4, 2019](#) #916

Please update for version 1.6 please

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