


RECOUPLER


CKAN

Now you can monocouple your bicouplers or build circular stations without spamming struts to close the end!


[Download \(43.60 KiB\)](#)




License: MIT




Author: [Boooots](#)




Game Version: **1.12.3**




Mod Website: [Forum Thread](#)



Source code: [DBooots/ReCoupler](#)



Followers: **152**



Downloads: **43,333**

OUTDATED MOD

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

InformationChangelogStats

Ever want to use bi- or tri-couplers but want to recombine the stacks before the next stage? Ever wish you could make circular stations in the VAB without having to spam struts to keep the open end closed?

Here's the answer you've been looking for! **ReCoupler** works around the Vessel tree by identifying attach nodes that would have been connected but can't without a part having multiple parents or creating a circular structure. Once those nodes are identified, it hides them in the editor so that you don't accidentally connect anything else to that node. Then, in flight, it creates a structural link identical to the ones that normally hold parts together.

But wait! There's more! When decoupling (or explosions) happens, it detects if one of the virtual connections would continue holding the vessel together and magically makes that the real connection point as if no funny business had been happening!

This album shows it in action! Check it out!



Release Thread:
<http://forum.kerbalspaceprogram.com/index.php?/topic/158136-122-recoupler-release-thread-monocouple-your-bicouplers-v100/>

Development Thread:
<http://forum.kerbalspaceprogram.com/index.php?/topic/157131-122-recoupler-monocouple-your-bicouplers/>