

## Kerbal Space Program - Feedback #10217

### Feature request: Notify when joint is created and setup

07/30/2016 09:25 AM - IgorZ

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Plugins/Add-Ons		
<b>Target version:</b>			
<b>Version:</b>	1.1.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			
<b>Description</b>			
<p>Is there a chance to have an ability for the mods to know when a joint (PartJoint) is created and initialized between the two parts? The moment that is interesting is when the joint is: a) created, and; b) setup to its final state. Alas, listening for onVesselGoOffRails, onPartCouple, and onPartDecouple don't give enough context since joint is not existing at this momemnt. Moreover, even in OnStart the joint is not final even though it's existing, it can (and usually will) change afterwards. There are workarounds to detect the moment but they are all weird and error prone. It would be better if KSP could nodyfy modules about the joint final state (in case of they want modifying it).</p> <p>One of the ways of getting this issue solved could be designing PartJoint so what it could be overridden. In which case the original joint could be replaced in the OnStart method, and all the following interactions would be going between KSP core and the custom joint provider.</p>			