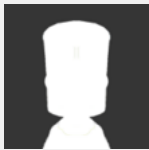


[More](#)[IRC Chat](#)[KSPTV](#)[KSP Wiki](#)[Get Mods!](#)[Store](#)[Activity](#)[Forum](#)[KSP on Social Media](#)[Home](#) [Add-ons](#) [Add-on Development](#)[Unread Threads since my last visit](#)[Mark site read](#)[Münwalk - Walking in Artificial Gravity \(Now available!\)](#)

Münwalk - Walking in Artificial Gravity (Now available!)

[Following](#)

7

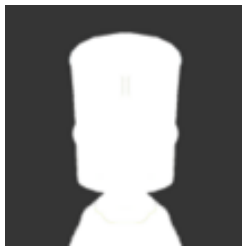
By nubeees, October 2, 2018 in Add-on Development

[kerbal](#)[centrifuge](#)[walking](#)[artificial gravity](#)[thrust gravity](#)

Rate this topic

[Start new topic](#)[Reply to this topic](#)**nubeees**

Spacecraft Engineer



Members

[+ 22](#)

134 posts

Posted October 2, 2018 (edited)

[Report post](#)

Münwalk!

An acceleration-based motion system for kerbals

This is my first C# plugin for KSP, so progress has been pretty slow.

What works so far:

- Button that orients kerbal based on acceleration
- Animations
- Movement
- "Airplane mode" (Disable drag on kerbal)

Pictures:

<https://imgur.com/a/WbGulQr>

Current problems:

- Kerbal "trips" every couple of steps.
- Jumping does not apply enough upwards force.

- Kerbal cannot un-ragdoll while on a moving vehicle in contact with the ground or ocean.
- On centrifuges kerbal will lean.
- Activating Munwalk while kerbal is on ladder may disable gravity on the kerbal for some reason...

Download is here:

[https://spacedock.info/mod/2021/Kerbal Munwalk](https://spacedock.info/mod/2021/Kerbal%20Munwalk)

License: MIT

Updates:

➤ **Reveal hidden contents**

Edited 1 hour ago by nubeees

Added default license on SpaceDock to OP



Quote

CobaltWolf, Space Scumbag, linuxgurugamer and 6 others like this



MaverickSawyer

Destructive Field Tester since 2011



Members

+ 1,729

3,095 posts

Location: Kent, WA

Posted October 2, 2018

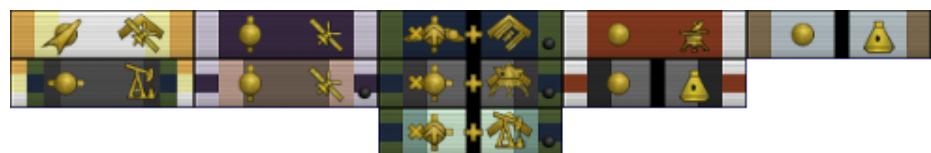
Report post



That's pretty nifty... Certainly going to keep an eye on this one.



Quote



SpaceMouse

Posted October 3, 2018

Report post



Rocketeer



Members

+ 265

706 posts

I've done this with rover's in a centrifuge before. don't remember how well a Kerbal fared...



Quote



nubeees

Spacecraft Engineer



Members

+ 22

134 posts

Posted October 3, 2018

Report post 

<https://imgur.com/kStAL2P>

Looks like I might need some sort of "kerbal clamber" function.

Maybe a raycast and a teleport?



Quote



ThePixeledFox

Veteran Builder



Members

+ 9

54 posts

Location: Deep Space

Posted October 4, 2018

Report post 

this is the ultimate challenge for a mod to have artificial gravity (especially if you build star cruisers with internal areas like me) would be the ultimate game changer, only way i can logic this in my head (i am no modder) is to have the kerbal have 0 velocity and attributes of kerbin when you select a certain part to walk on (in my case im using wing parts for my floors and walls etc). Even if we cannot have inertial damping effect while the craft is moving would still be a massive game change just being able to walk on the part of your choice in zero g while the craft is stationary i hope you crack this ill be watching this post too good luck :D



Quote



nubeees

Posted October 4, 2018

Report post 

Spacecraft Engineer



Members

+ 22

134 posts

On 10/4/2018 at 6:42 AM, ThePixeledFox said:



this is the ultimate challenge for a mod to have artificial gravity (especially if you build star cruisers with internal areas like me) would be the ultimate game changer, only way i can logic this in my head (i am no modder) is to have the kerbal have 0 velocity and attributes of kerbin when you select a certain part to walk on (in my case im using wing parts for my floors and walls etc). Even if we cannot have inertial damping effect while the craft is moving would still be a massive game change just being able to walk on the part of your choice in zero g while the craft is stationary i hope you crack this ill be watching this post too good luck 🤖

This sort of space opira-like artificial gravity could be done pretty easily if I can get acceleration-based kerbal movement working. Simply have a 'gravity field' that pulls all kerbals in the ship's relative 'down' direction, and perhaps inertia dampeners which impart a force to counteract acceleration from the parent ship.

It would be a separate mod from this, but its entirely possible.



Quote



SpaceMouse

Rocketeer



Members

+ 265

706 posts

Posted October 4, 2018

Report post



On 10/3/2018 at 11:57 PM, nubeees said:



<https://imgur.com/kStAL2P>

Looks like I might need some sort of "kerbal clamber" function.

Maybe a raycast and a teleport?

I literally made a part to test rovers with instead of giant rings made from hundreds of structural plates should you

want to use it. Might help.

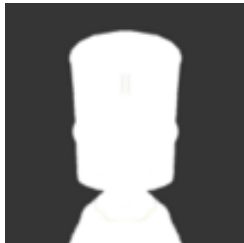


Quote



nubeees

Spacecraft Engineer



Members

+ 22

134 posts

Posted October 4, 2018

Report post



On 10/4/2018 at 3:42 PM, SpaceMouse said:



I literally made a part to test rovers with instead of giant rings made from hundreds of structural plates should you want to use it. Might help.

I might take you up on that offer lmao



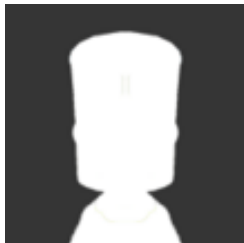
Quote

SpaceMouse likes this



SpaceMouse

Rocketeer



Members

+ 265

706 posts

Posted October 4, 2018

Report post



[https://spacedock.info/mod/764/SpaceMouse's very alpha parts pack](https://spacedock.info/mod/764/SpaceMouse's%20very%20alpha%20parts%20pack)

The part needs to be set-up radially with 8 way symmetry on a few support parts. The mods outdated but it used no plugins so it shouldn't make any difference.

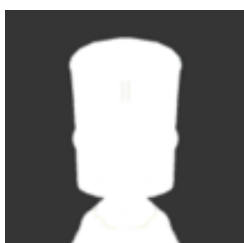


Quote



nubeees

Spacecraft Engineer



Members

+ 22

Posted October 4, 2018

Report post



On 10/4/2018 at 3:51 PM, SpaceMouse said:



[https://spacedock.info/mod/764/SpaceMouse's very alpha parts pack](https://spacedock.info/mod/764/SpaceMouse's%20very%20alpha%20parts%20pack)

The part needs to be set-up radially with 8 way symmetry on a few support parts. The mods

134 posts

outdated but it used no plugins so it shouldn't make any difference.

Will try. The centrifuge especially looks promising. My current test centrifuge is more of a 'dumbbell' style, but it doesn't curve as it should so it can be difficult to work with.



Quote

SpaceMouse likes this



SpaceMouse

Rocketeer



Members

+ 265

706 posts

Posted October 4, 2018

Report post



On 10/4/2018 at 4:57 PM, nubeees said:



Will try. The centrifuge especially looks promising. My current test centrifuge is more of a 'dumbbell' style, but it doesn't curve as it should so it can be difficult to work with.

Old KSP versions used to have physics issues with it. a rover wheel would randomly explode when it touched it. Updates seemed to have fixed it.



Quote



Burning Kan

Sr. Spacecraft Engineer



Members

+ 200

287 posts

Location: in now

Posted October 4, 2018

Report post

my coding xp is near zero ,but i see ur mod and think on this maybe help a little. long ago i was interestet in a magnetic boots mod ,but ksp is very flunky in Kerbal-movement on things the move

maybe u can make something like this?



Quote



IMGUR Album link:<https://imgur.com/a/yIKKJi5>



linuxgurugamer

The light at the end of the
tunnel may be an oncoming
dragon



Members

+ 12,556

15,968 posts

Location: At SpaceTux
Industries HQ

Posted October 4, 2018

Report post

Looks interesting. Post saying so I get notified of updates



Quote



I stream on Twitch on Sunday evenings:

<https://www.twitch.tv/linuxgurugamer>

Read this BEFORE asking for

support: <http://forum.kerbalspaceprogram.com/index.php?/topic/83212-how-to-get-support-read-first/>



nubeees

Spacecraft Engineer



Posted October 4, 2018

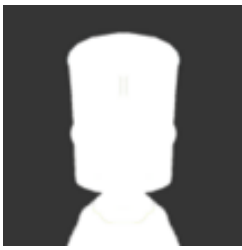
Report post



On 10/4/2018 at 6:06 PM, Burning Kan said:



my coding xp is near zero ,but i see ur mod and think
on this maybe help a little. long ago i was interestet in

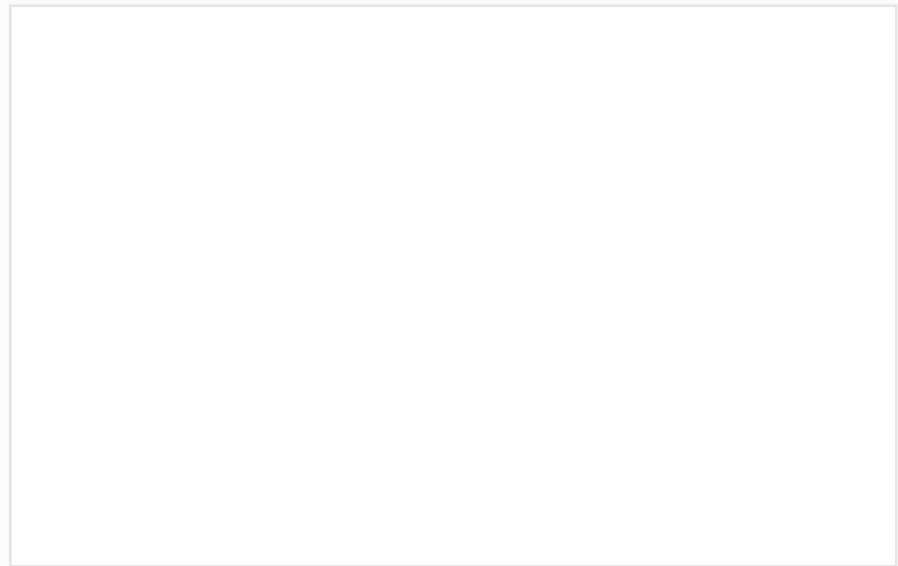


Members

+ 22

134 posts

a magnetic boots mod ,but ksp is very flunky in
Kerbal-movement on things the move



maybe u can make something like this?

Looking through that mod's sourcecode makes me feel like
a complete noob lol

Thanks for the link! I think a complete overhaul of how I'm
handling walking is now in order 🤖



Quote

Burning Kan likes this



ThePixeledFox

Veteran Builder



Members

+ 9

54 posts

Location: Deep Space

Posted October 5, 2018

Report post

yeah i tried the magnetic boots pointless you cant move
with one foot stuck to the ground , a centrifuge is a nice
idea , but im still stuck on hoping for true ability to walk
around inside my stationary ships :P



Quote



Burning Kan

Sr. Spacecraft Engineer



Posted October 6, 2018 (edited)

Report post



Members

+ 200

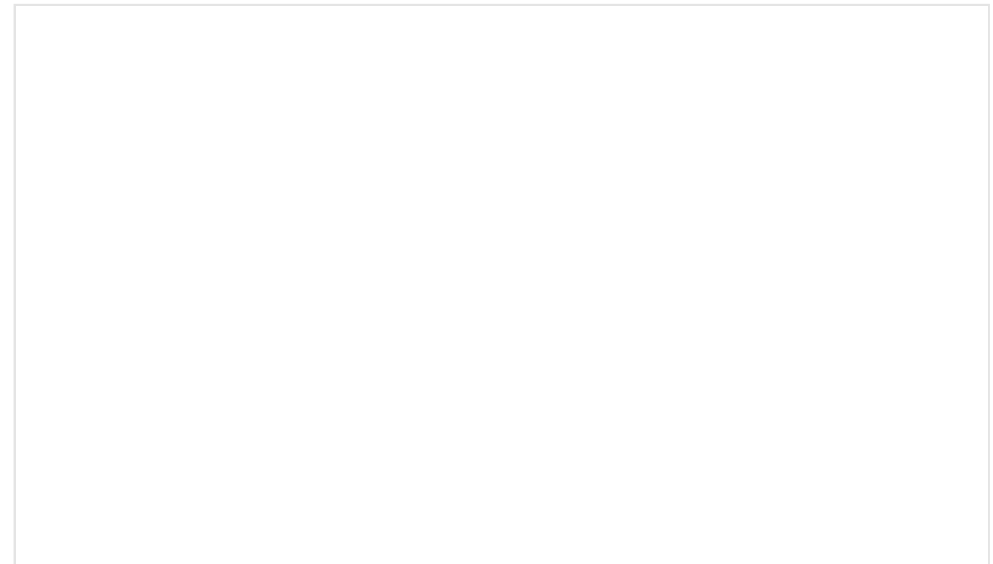
287 posts

Location: in now

On 10/5/2018 at 10:17 AM, ThePixeledFox said:

im still stuck on hoping for true ability to walk around
inside my stationary ships

#me too 🤖 this is where my hope is going for



Edited October 6, 2018 by Burning Kan



Quote



IMGUR Album link: <https://imgur.com/a/yIKKJi5>



ThePixeledFox

Veteran Builder



Members

+ 9

54 posts

Location: Deep Space

Posted October 6, 2018 (edited)

Report post



yeah ive been watching that thread too hehe, is a good idea
but if THIS idea gets cracked ? omg will make my internal
deck areas on my ships usable !!!!! no more floating around
between rooms ! the real thiiiiiiing !

even if it cant be done while moving ? im happy to be able
to walk around my ship in orbit ! this together with KSPIE =
my life is complete ! 🤖

Edited October 6, 2018 by ThePixeledFox



Quote



nubeees

Spacecraft Engineer



Members

+ 22

134 posts

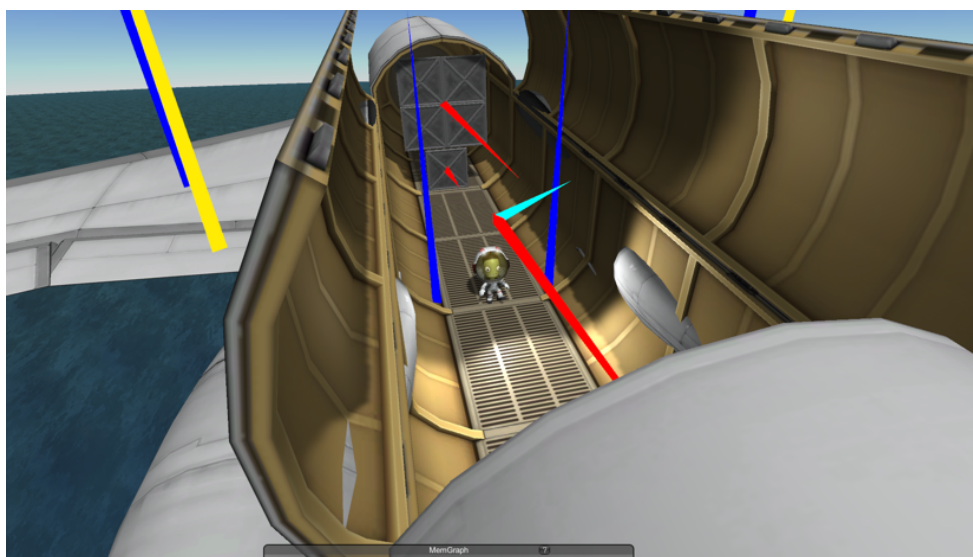
Posted October 9, 2018

Report post



I have figured out how to entirely disable drag on Kerbals.

This means, with a little bit of coaxing, I could get my kerbal to stand and walk on a moving airplane!



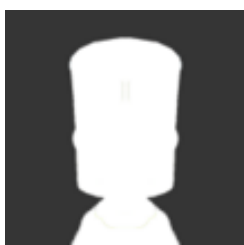
Quote

theJesuit, SpaceMouse, guesswho2778 and 1 other like this



nubeees

Spacecraft Engineer



Members

+ 22

134 posts

Posted December 2, 2018

Report post



Download is up for anyone who wants to play with Munwalk! 🤖



Quote



Acea

Kerbin Naval Engineer



Moderator

+ 472

738 posts

Location: Jeb's Naval Arsenal
& Universal Fleet Solutions

Posted December 2, 2018

Report post



On 12/2/2018 at 2:01 AM, nubeees said:



Download is up for anyone who wants to play with
Munwalk! 🤖

Hello but you didn't really publish your mod on SpaceDock,
please check twice. You need to click "Publish This Mod"
or something else on your page to make it available.

Also you need to put your license in OP. Please choose one
before the first release.



Quote

Stone Blue likes this



Serving as a designer and engine

[NAS - Naval Artillery System](#)

[UFS - Universal Fleet Solutions](#)

[TIME - Trace Invisibility Mechanism](#)

nubeees

Spacecraft Engineer



Members

+ 22

134 posts

Posted December 2, 2018 (edited)

Report post



On 12/2/2018 at 2:37 AM, Acea said:



Hello but you didn't really publish your mod on
SpaceDock, please check twice. You need to click
"Publish This Mod" or something else on your page to
make it available.

Also you need to put your license in OP. Please
choose one before the first release.

Thank you! I've never actually used Spacedock before. That
explains why it didn't seem quite right.

Should be available now

Edited December 2, 2018 by nubeees

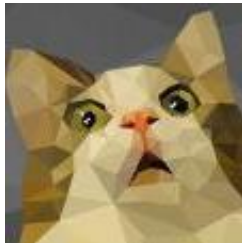


Quote



daniel I.

Tweet Puddytat



Members

+ 1,406

1,789 posts

Location: West Coast USA

Posted December 2, 2018

Report post

Okay. *This* is cool.



Quote



I am an amateur writer, wannabe filmmaker and occasional modder on this forum.

[My Wattpad Page](#), [My Youtube Channel \(For My Video Projects\)](#).

[Short Stories I've Written](#).

nubeees

Spacecraft Engineer



Members

+ 22

134 posts

Posted 58 minutes ago

Report post

Update:

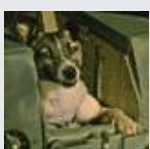
I'm back home, which means I was finally able to upload the sourcecode to comply with the Kerbal Space Program addon guidelines. Thank you to Stone Blue for bringing this to my attention!

I'm going to be leaving Munwalk in a semi-orphaned state. If something is severely broken, I'll try my hand at fixing it, however it has outgrown my understanding of KSP and its game engine.

If another modder would like to pick up where I left off I'd be grateful! Also, for those interested, I apologize for my code being such a mess.



Quote




Reply to this topic...



[GO TO TOPIC LISTING](#)

[NEXT UNREAD TOPIC](#)



[Home](#) > [Add-ons](#) > [Add-on Development](#) >  [Unread Threads since my last visit](#) [✓ Mark site read](#)
Münwalk - Walking in Artificial Gravity (Now available!)

[Language ▼](#) [Theme ▼](#) [Privacy Policy](#) [Contact Us](#)

©2018 Take-Two Interactive Software, Inc.
Powered by Invision Community