






# KERBAL MUNWALK

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-  Game Version: 1.5.1
-  Source code: [https://github.com/JarredEagley/Kerbal\\_Munwalk/tree/master/Sou...](https://github.com/JarredEagley/Kerbal_Munwalk/tree/master/Sou...)
-  Downloads: 139
-  Author: [nubeees \(/profile/nubeees\)](/profile/nubeees)



Mod Website: [Forum Thread \(https://forum.kerbalspaceprogram.com/index.php...](https://forum.kerbalspaceprogram.com/index.php...)



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## OUTDATED MOD

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

Information

Changelog

Stats

Munwalk adds two buttons to your kerbals: "Munwalk" and "Airplane mode". Munwalk enables a fake acceleration-based kerbal orientation and movement system, which will allow you to use centrifugal and acceleration gravity. (Note: Centrifugal gravity doesn't seem to work well due to how I'm averaging the accel vector over time...) "Airplane mode" disables drag on your kerbal, allowing you to use the munwalk function while inside a moving plane.

Unfortunately, If your kerbal is counted as "landed" (so standing on a moving boat or rover) once the kerbal becomes ragdolled there seems to be no way to unragdoll the kerbal until the rover or boat stops moving.

Source Code (<https://github.com/KSP-SpaceDock/KerbalStuff>)

API (<https://github.com/KSP-SpaceDock/KerbalStuff/blob/master/api.md>)

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