KERBAL
SPACE PROGRAM

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[1.3] WalkAbout v1.7.1 (17-07-2017)

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By Antipodes, January 23, 2016 in Add-on Releases

• walkabout   • inventory   • eva

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Antipodes
Rocketry Enthusiast
● ●

Members
⊕ 58
58 posts
Location: British Columbia

Posted January 23, 2016 (edited)

Report post ⤴

The WalkAbout mod allows you to take an available kerbal from the Astronaut Complex and have him/her placed outside any door at the KSC (see Placement, see note 6). It also allows you to move your kerbal around without having to hold down the W-A-S-D keys (see Perpetual Motion below).

Download from SpaceDock

Placement:

You can activate WalkAbout from the Space Centre scene by pressing ctrl-W. The WalkAbout seclections screen will appear.
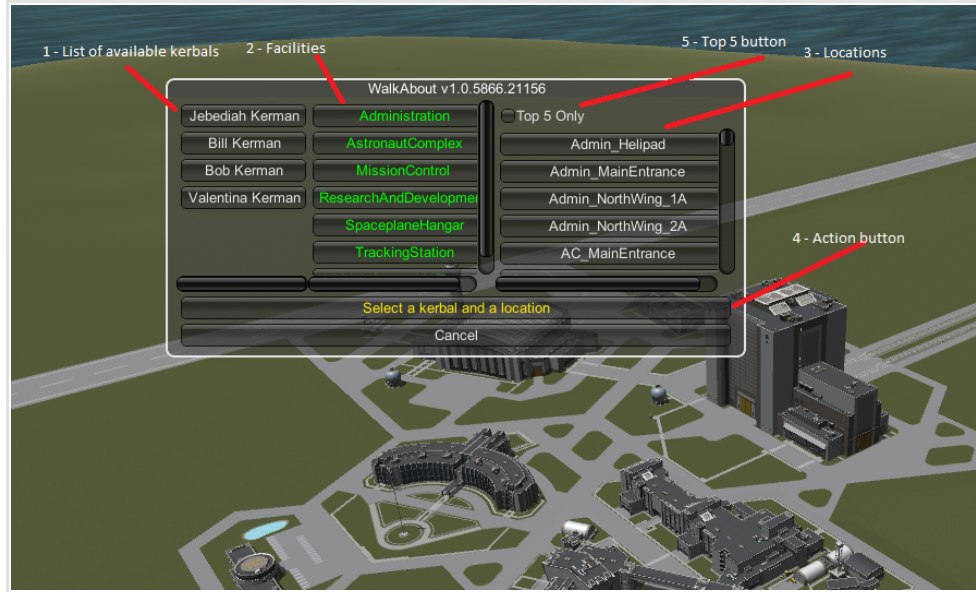
1 - **List of available kerbals.**

- any kerbal currently not assigned to a craft or on EVA will appear in this list. Simply click on a kerbal to select that one.

2 - **Facilities**

- a list of the KSC facilities with locations for placing kerbals. Click on one of these to restrict the list of Locations (see below) to only those locations associated with the facility.

3 - **Locations**

- - list of all locations where a kerbal may be placed. Or, if a facility has been selected, a list of all locations associated with that facility. See notes 1, 2, 3 and 4.
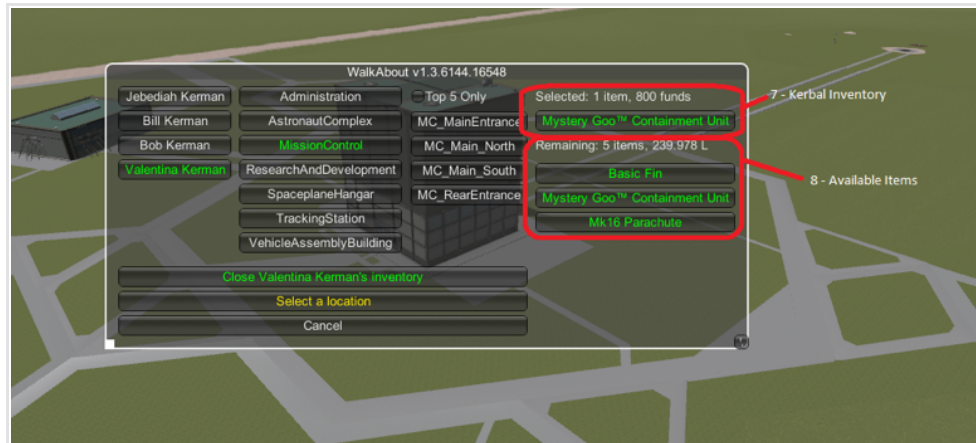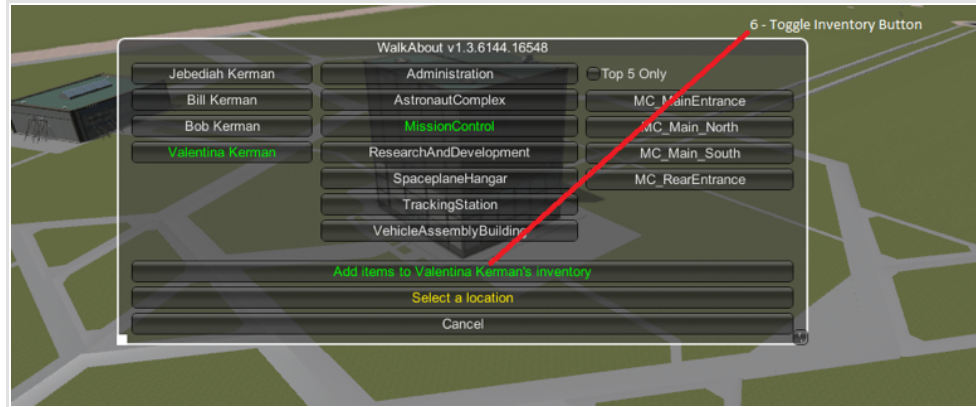
4 - **Action Button**

- - when the button text is green, click it to send your kerbal on WalkAbout.

5 - **Top 5 Button**

- - Restricts the locations shown to only the top 5 most commonly selected locations. See notes 3, 4 and 5.

For players who use the Kerbal Inventory System mod:

6 - **Toggle Inventory Button (only appears if the Kerbal Inventory System mod is installed)**

- - turns the inventory display on or off

7 - **Kerbal's Inventory**

- - lists all items in the selected kerbal's inventory.

8 - **Available Items**

- - list all items that can be added to the kerbal's inventory.

> ❯ **Reveal hidden contents**

Perpetual Motion:

When a kerbal is on EVA, it is now possible to walk/swim or run without having to hold down the movement keys. To do this enter Perpetual Motion mode by pressing the activation key (single quote ['] - see note 1). Your kerbal should now start walking forward (see note 2).

- The movement keys (W-A-S-D) will now change your kerbal's direction of movement. See note 2.
- The run key (left-shift) will act as a toggle, switching your kerbal's movement between walking and running.

- Time acceleration is limited to physics time-warp only (1x, 2x, 3x, 4x).
- Pressing the activation key again will take you out of Perpetual Motion mode.

> ❯ **Reveal hidden contents**

> ❯ **Reveal hidden contents**

Many thanks to Diazo, Crzyrndm, IgorZ, and LabRats for helping me out in the forums.

And thanks too to mod creators KospY (KIS), MSK (EVA-Follower), MrHappyFace (Better Time Warp), The kOS Team (kOS), and Qberticus (Haystack Continued) for creating the code that helped me figure out how to do most of this.

This software is licenced under the GNU General Public License

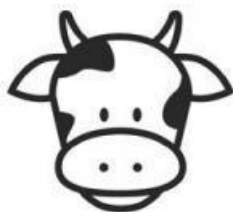Edited July 17, 2017 by Antipodes
Release for KSP 1.3.0 - finally!

➕ Quote

swjr-swis, Bev7787, Enceos and 18 others like this 👍

Kowgan
Cosmic Cartographer
●●●●

Members
➕ **450**
913 posts

Posted January 23, 2016 (edited)   Report post ⤴

That's really cool! A great way to bring some life to the KSC surroundings. Will try it out once the download is available.

Please, don't forget to add a license to your mod.

Edited January 23, 2016 by Kowgan

➕ Quote   👍

[1.3+] Community Delta-V Map v2.6 (29/09/2017)   ✖ ▾

cpottinger

Rocketeer

●●

Members
● 5
39 posts

> **On 1/23/2016 at 8:15 PM, Kowgan said:**
>
> Please, don't forget to add a license to your mod.

There is a license included with the mod - or do you mean that Antipodes has to indicate the license in the forum post?
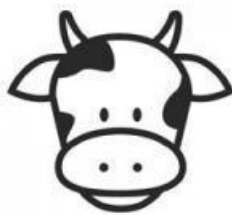
Edited January 23, 2016 by cpottinger

+   Quote

Kowgan

Cosmic Cartographer

●●●●

Members
● 450
913 posts

General Add-on posting rules

1. Licenses

All add-ons that are posted on the services maintained by Squad that serve the KSP Community (such as this forum and Curse) must be accompanied by a license that regulates what other users can do with the copyrighted material. This license must be made available in both the download file and in the location the user downloads from (such as a forum post or a Curse listing).

+   Quote

[1.3+] Community Delta-V Map v2.6 (29/09/2017)

ZobrAA

Sr. Spacecraft Engineer

●●●●

Does this work with moved KSC?

+   Quote

Antipodes

Rocketry Enthusiast

● ●

Posted January 24, 2016 (edited)   Report post ⌹

> **On 1/24/2016 at 4:10 AM, ZobrAA said:**
>
> Does this work with moved KSC?

Sorry, but it won't. However, it I don't see why I couldn't get it to do so. I'll add it to the list of changes for the next version.

What mod are you using to move the KSC?

Edited January 24, 2016 by Antipodes

+   Quote   👍

Drew Kerman

KSA Operations Director

● ● ● ● ●

Posted January 24, 2016 (edited)   Report post ⌹

> **On 1/23/2016 at 8:21 PM, cpottinger said:**
>
> There is a license included with the mod - or do you mean that Antipodes has to indicate the license in the forum post?

I'm late here but just want to make clear that since he's hosting on kerbal stuff, he doesn't need a license in the post. Apologies if he originally had the direct download link here in the thread when you posted this

nice convenient mod! Useful for roleplay

Edited January 24, 2016 by Gaiiden

+   Quote   Antipodes likes this   👍

ZobrAA

Sr. Spacecraft Engineer

●●●●

Members

➕ **130**

545 posts

Posted January 24, 2016

> On 1/24/2016 at 5:11 AM, Antipodes said:
>
> Sorry, but it won't. However, it I don't see why I couldn't get it to do so. I'll add it to the list of changes for the next version.
>
> What mod are you using to move the KSC?

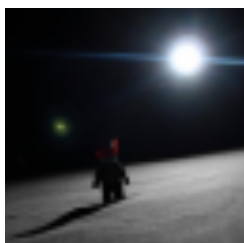Cool! It seems all use Kopernicus for that purpose these days... 😜

➕ Quote

lajoswinkler

Kapsulni komunikator
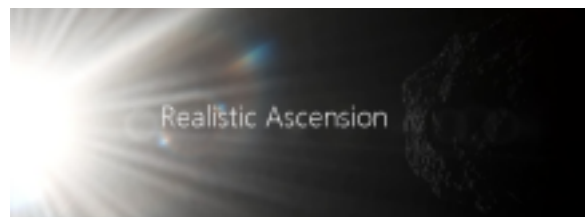
●●●●●

Members

➕ **3,317**

5,630 posts

Location: #BringBackTheBarn

Posted January 26, 2016

Finally, a way to conveniently place Kerbals around.

➕ Quote

Realistic Ascension

List of places and biomes in KSP *Kerbal prayer* *

Azimech

Nos omnes rabidus

●●●●●

Posted January 26, 2016

Interesting! A spot next to the start of the runway, is that possible?

+ Quote 👍

MY CRAFT ON KERBALX   Help support KerbalX   Stock Turboprop & Turboshaft Creations   WW2 Warships on SpaceDock

---

Antipodes

Rocketry Enthusiast

● ●

Posted January 26, 2016   Report post ⮔

> On 1/26/2016 at 10:24 PM, Azimech said:
>
> A spot next to the start of the runway, is that possible?

Yes, Azimech, it is possible.

I thought about it, but decided that the mod would stimulate having kerbals leaving buildings, so I did not include the launch pad and the runway in the packaged location files.

However, if you look in the read.me file for the mod, you should see instructions for using the built in Add Location Utility. With that you should be able to create a location by the runway.

If you have any problems getting it to work just reply back and let me know.

+ Quote   Nightside and Azimech like this   👍

MK3424

Capsule Communicator

● ● ● ●

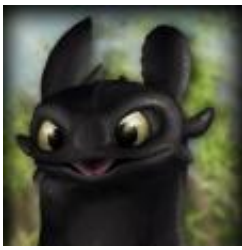Posted February 3, 2016   Report post ⮔

Now,.... if we could make the kerbals walk around the ksc in the space center view and even some of the trucks.... that would be awesome!
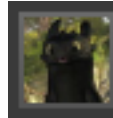
Quote

Twitter:https://twitter.com/MK3424 Kerbal X craft list:http://kerbalx.com/MK3424/craft

MK3424
Last Online 7 days ago   10

ExplorerKlatt
Junior Rocket Scientist
●●●●

Posted February 16, 2016   Report post

@Antipodes Could you find another way to host your mod? I wanted to try it out but Kerbal Stuff has been closed.

Quote

If someone answers your questions or helps you with a problem, please be courteous and Like the post.

Antipodes
Rocketry Enthusiast
●●

Posted February 18, 2016   Report post

> On 2/16/2016 at 6:27 AM, ExplorerKlatt said:
>
> @Antipodes Could you find another way to host your mod? I wanted to try it out but Kerbal Stuff has been closed.

I will be putting the mod up on SpaceDock sometime this week (don't you just hate when real life get in the way of KSP?)

Quote

Antipodes

Rocketry Enthusiast

● ●

Members

➕ 58

58 posts

Location: British Columbia

> On 2/16/2016 at 6:27 AM, ExplorerKlatt said:
>
> @Antipodes Could you find another way to host your mod? I wanted to try it out but Kerbal Stuff has been closed.

WalkAbout is now available at SpaceDock

➕ Quote   ExplorerKlatt and Enceos like this

ExplorerKlatt

Junior Rocket Scientist

● ● ● ●

Members

➕ 285

802 posts

> On 2/22/2016 at 10:41 AM, Antipodes said:
>
> WalkAbout is now available at SpaceDock

Thanks for letting me know will give it a try soon.

➕ Quote

If someone answers your questions or helps you with a problem, please be courteous and Like the post.

Enceos

Fluffy Engineer

● ● ● ● ●

Members

What a lovely plugin! Especially when playing with Kerbal Construction Time, its a pain in the ass to get a kerbal out there. Thank you so much @Antipodes. Now I can make a full use of the awesome FASA Launch tower.

Have you thought about a backwards process? Make building doors enterable (boardable) to recover Kerbals. That would bring so much to the immersion of the game. I

always wanted to park a plane and walk my Kerbal to the offices to end the mission.
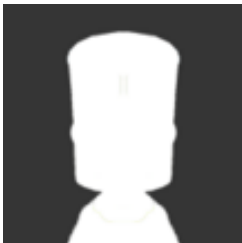
+   Quote   👍

✕ ▾

Kerbal Hacks (Procedural Part textures, Asphalt Tiles, Unusual parts, other hacks) | **Wearable KIS Props** (Customize your Kerbals)
Animated Station Screens (Let visitors know what your station offers) | **Droptank "Wrapper"** (Some extra fuel

---

Filigan

Bottle Rocketeer

● ●

Members

+ 26

85 posts

Posted March 8, 2016   Report post   ⤳

Hi! I get a nullreferenceexception spam in the debug consol as soon as i enter a flight scene with walkabout installed. Is this something to worry about or somtething i can ignore for now?

+   Quote   👍

Antipodes

Rocketry Enthusiast

● ●

Members

+ 58

58 posts

Location: British Columbia

Posted March 8, 2016   Report post   ⤳

> ⌄   **On 3/7/2016 at 5:19 PM, Enceos said:**   ⤳
>
> Have you thought about a backwards process? Make building doors enterable (boardable) to recover Kerbals. That would bring so much to the immersion of the game. I always wanted to park a plane and walk my Kerbal to the offices to end the mission.

No, I hadn't thought about that. But my first thought is 'how would this be any different from just hitting Recover?

> ⌄   **On 3/8/2016 at 5:15 AM, Filigan said:**   ⤳
>
> Hi! I get a nullreferenceexception spam in the debug consol as soon as i enter a flight scene with

walkabout installed. Is this something to worry about or somtething i can ignore for now?

I have that in my list of issues. At this point, I have no idea what causes it or how to resolve it.

However I have not seen any ill effects from the null references. Please let me know if it does cause you any problems.

+ Quote

Enceos
Fluffy Engineer
● ● ● ● ●

Members
⊕ 1,707
2,091 posts
Location: SPH rooftop

Posted March 8, 2016

> On 3/8/2016 at 4:16 PM, Antipodes said:
>
> No, I hadn't thought about that. But my first thought is 'how would this be any different from just hitting Recover?

Those who seek immersion, IVA experience, realism would love this little feature of walking kerbals to a building to recover.

P.S. I'm also getting a NullReferenceException spam by your mod when in flight. Do you need a log?

+ Quote

Kerbal Hacks (Procedural Part textures, Asphalt Tiles, Unusual parts, other hacks) | **Wearable KIS Props** (Customize your Kerbals)
Animated Station Screens (Let visitors know what your station offers) | **Droptank "Wrapper"** (Some extra fuel

problemecium
Kerbal Pamperer
● ● ● ● ●

Posted March 9, 2016

I too am getting log spam as mentioned above.
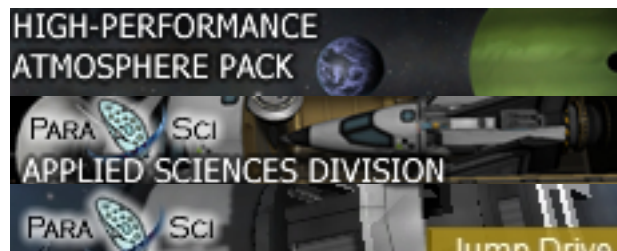It may not be seriously affecting gameplay, but it does

horribly abuse our hard drives. I'll be glad to reinstall this once you get that problem ironed out, but for now I'm not willing to risk it.

Previously known as "parameciumkid."

Antipodes

Rocketry Enthusiast
●●

Posted March 9, 2016 (edited)

Report post

> **On 3/9/2016 at 2:50 AM, parameciumkid said:**
>
> I too am getting log spam as mentioned above. It may not be seriously affecting gameplay, but it does horribly abuse our hard drives. I'll be glad to reinstall this once you get that problem ironed out, but for now I'm not willing to risk it.

I will look into it

Edited March 15, 2016 by Antipodes

+   Quote

Antipodes

Rocketry Enthusiast
●●

Posted April 16, 2016

Report post

I have just released version 1.3 of this mod for KSP 1.1 on SpaceDock. I think I have the log spam problem licked.

Let me know what you guys think.

+   Quote   Enceos likes this

Location: British Columbia

Checker_guy

Bottle Rocketeer

●●

Members

➕ 3

14 posts

Report post ⤳

Thanks!! This is one of those, no one have thought off, but yet oddly very useful mod. Good work!!

➕ Quote 👍

Enceos

Fluffy Engineer

●●●●●

Members

➕ 1,707

2,091 posts

Location: SPH rooftop

Posted April 24, 2016

Report post ⤳

> ⌄ On 4/16/2016 at 9:14 PM, Antipodes said: ⤳
>
> I have just released version 1.3 of this mod for KSP 1.1 on SpaceDock. I think I have the log spam problem licked.
>
> Let me know what you guys think.

Looks like the thread header needs the version number update.

➕ Quote 👍

✖ ▾

Kerbal Hacks (Procedural Part textures, Asphalt Tiles, Unusual parts, other hacks) | **Wearable KIS Props** (Customize your Kerbals) **Animated Station Screens** (Let visitors know what your station offers) | **Droptank "Wrapper"** (Some extra fuel

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