

WALKABOUT

CKAN

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License: GPLv3
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Game Version: 1.3.0
- ☰

Source code: included (included)
- ↓

Downloads: 10,199
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Mod Website: [Forum Thread \(http://forum.kerbalspaceprogram.com/index.php?/...](http://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OUTDATED MOD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

Do you need Bob to hike a few kms to get to that hard-to-land-at location? Have you been annoyed that in order to have a kerbal on EVA around the KSC, you have to build a craft and launch it? Don't want to recover and rebuild that aircraft on the tarmac just to add a new barometer?

Then this the mod for you!

Move your kerbals on EVA without having to hold down the W-A-S-D keys for 20 minutes. Place any kerbal available in the Astronaut Complex outside any door anywhere around the KSC. It's as simple as that! Dispatch a kerbal with the required inventory to repair or update your craft (requires Kerbal Inventory System).

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

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

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