



EVA Enhancements

Mods

4,268 Downloads Last Updated: [Dec 6, 2015](#) Game Version: 1.0.5

[Download](#)[Install](#)

- Description
- Files
- Source
- Relations

EVA Enhancements adds a number of features to the Kerbal Space Program EVA experience.

- Kerbal profession and level is now visible in the right-click action menu. No more wondering if Frolie Kerman is supposed to be an engineer or a scientist.

- Pitch and roll can now be controlled with the keyboard. No more awkward mouse clicking and dragging... you can now do backflips and cartwheels on the Mun! By default the controls are mapped as follows:

- Pitch Down - Alpha2
- Pitch Up - X
- Roll Left - Z
- Roll Right - C

I have found these work well in conjunction with the standard WASDQE controls (while letting you keep your right hand on the mouse for camera control). If you wish to remap them you can use the "Settings" window, accessible from the stock application launcher or Blizzy78 toolbar.

- the EVA "rotate on camera move" setting can now be toggled any time by hitting the SAS toggle (default T). Enabling it can make some EVA navigation a bit easier, but disabling it gives you more control.

- jetpack power can now be modified any time through a slider in the EVA right-click action menu. Fuel usage is scaled accordingly.

- the default jetpack power level can be set via the "Settings" window.

- precision controls can now be toggled using the same key as in normal flight mode (default is CapsLock). This automatically sets your jetpack power to 10% for finer control.

- finally, the Nav Ball is now visible and customized for EVA mode.
- the throttle gauge will display your current jetpack power level between 0 and 100%.
- the RCS indicator will light to show your if jetpack is enabled.
- the SAS indicator will light to show if "rotate on move" is enabled (only if the jetpack is on though)

Credits

- TriggerAu for the KSPPluginFramework (<http://forum.kerbalspaceprogram.com/threads/66503-KSP-Plugin-Framework>). Copyright (c) 2014 David Tregoning, used under the MIT license.
- nlight for the original EVAController module, part of Advanced Fly-By-Wire (<https://github.com/AlexanderDzhoganov/ksp-advanced-flybywire>). Copyright (c) 2014 Alexander Dzhoganov, used under the MIT license.
- Blizzy78 for the ToolbarWrapper. Copyright (c) 2013-2015, Maik Schreiber.

[Report](#)


Project ID 233788
Created [Aug 9, 2015](#)
Updated [Dec 6, 2015](#)
Total Downloads 4,268
License [MIT License](#)

[Follow](#)

Categories




Members

_ForgeUser20224031
Owner

Recent Files

R

EVAEnhancements-1.1.1.zip
[Dec 6, 2015](#)



Comments

H1H2H3H4H5H6BILListImageCode

When posting, please be sure that the content of your post does not violate our [Terms of Service](#)

Post Reply

_ForgeUser15623581

Posted [Dec 6, 2015](#) #3

I've wanted a fine control for EVA for years. Thank you for allowing me to set jetpack power.

Report

Reply

Quote

Multi-quote

_ForgeUser20444849

Posted [Aug 12, 2015](#) #2

awsome mod bro +one fav +one like I Lov it thanks for the mod i wanted something like this

Report

Reply

Quote

Multi-quote

_ForgeUser2163613

Posted [Aug 10, 2015](#) #1

Sounds great. Look forward to checking it out.

Report

Reply

Quote

Multi-quote



Creators

- Build an App
- Publish a mod
- Why Overwolf
- App documentation
- Mod documentation
- Creator services
- Apply for funding

Gamers

- Discover Mods
- Discover Apps
- Gameplay First
- Download Overwolf
- Suggest a feature

Company

- About us
- Our story
- Careers
- Blog
- Brand Guidelines

Work With Us

- Partners
- Advertisers
- Influencers
- Game Developers

Support & Privacy

- Help Center
- Supported Games
- Terms of service
- Privacy Policy
- Overwolf Alphas
- Licenses