[1.0.4] EVA Enhancements - pitch/roll/roll and more!

By seamonkeysagt
August 9, 2015 in KSP1 Mod Releases

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seamonkeysagt
Member
0 0 0
About me: Rocketry Enthusiast

Posted August 9, 2015 (edited)

EVA Enhancements - Version 1.1.1 - December 6, 2015

This mod adds some features that I always thought were missing from the standard EVA experience.

Current Features

- Kerbal profession and level is now visible in the right-click UI. No more wondering if Hacker 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 Mun for the lulzz! The 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 WASD/QE 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 BlizzyTB's toolbar.

- The EVA "rotate on camera move" setting can now be toggled any time by hitting the [Alt] 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 any time, as is its normal flight mode (default is CapsLock). This automatically sets your jetpack power to 10% for finer control.

Finally, some little bit-counters for EVA mods: The throttle gauge will display your current jetpack power level between 0 and 100%. The RCS indicator will turn to show your IVA jetpack's fuel level. The [Alt] indicator will light to show if "rotate on mouse" is enabled (only if the jetpack is on charge).

Download Links

Curse: http://kerbalspacepedia.com/2159368
CKAN: https://github.com/kerbalspacepedia.com/threads/120067
GitHub: https://github.com/seamonkeysagt/EVA-Enhancements/releases

Source

GitHub: https://github.com/seamonkeysagt/EVA-Enhancements

License: MIT

Credits

- Triggers fix for the KSPInputFramework. Copyright © 2014 David Tregunna, used under the MIT license.
- slight fix the original KSAcontroller module, part of Advanced Fly By Wire. Copyright © 2014 Alexander Ochagavia, used under the MIT license.

Also thanks to the TestKerbNaut Crew, Cat Herder Kerman, and Kerbal Kerman!

```
CHANGELOG
1.1.1 - 2015/12/06
- fixed some KSP 1.0 compatibility issues
- removed some custom EVA toolbal functionality (since it's now stock)

1.0 - 2015/08/09
- initial public release
```

Edited May 19, 2020 by Stack
Link to deleted website removed by moderator

Quote

Tetsuna, Curse, Geschossknabe and 10 others like this

T-Pilot195
Member
0 0 0
About me: Rocket Engineer

Posted August 9, 2015

Been hoping for better EVA control since it first came out! Going into my Gamedata.

Quote

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SuperFuzzy2
Member
0 0 0
About me: I don't run KSP (standard and don't have KSP2 yet)

Posted August 9, 2015

Very very cool. Haven't downloaded yet but will. I'm wondering how well it would play if you remap all the eva keys to match vessel controls. WASDQE and UIOLMN.

With, of course, appropriate remapping of "Lights" and anything else on those 2nd set of keys.

Quote

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Kowgan
Member
0 0 0
Current Mod: Spacecraft Kerbal

Posted August 10, 2015

Yes, finally! This has been much needed for so long!

Thank you so much, Sean! Have some rep!

Quote

1.7.3 Community Delta V Map v0.7.1 by NH 10/2015

Speadge
Member
0 0 0
About me: Rocketry Enthusiast

Posted August 10, 2015

wondered from the start, why EVA start has those Features.

Vote for Stock - or at least "stock bugfix module"

Quote

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John Nowak
Member
0 0 0
About me: Spacecraft Engineer

Posted August 10, 2015

Yes, absolutely. This has been a problem for some time. Thanks!

Quote

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seamonkeysagt
Member
0 0 0
About me: Rocketry Enthusiast

Posted August 10, 2015 Author

> Stickerunner said:
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> With, of course, appropriate remapping of "Lights" and anything else on those 2nd set of keys.

Is best mod a button in the settings to extra-remap the EVA controls by using the ships control config, to save. Sim per people, so save 10 GIGBYTES of ram electricity, and so save the world of global warming.

Quote

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SuperFuzzy2
Member
0 0 0
About me: I don't run KSP (standard and don't have KSP2 yet)

Posted August 10, 2015

> seamonkeysagt said:

Can't be worse than docking, can it? EVA allows Locked Mode, right? You may even be able to use Chase Mode though I'm not 100% sure. I'd work.

Quote

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Skalou
Member
0 0 0
About me: Rocketry Enthusiast

Posted August 10, 2015

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seamonkeysagt
Member
0 0 0
About me: Rocketry Enthusiast

Posted August 10, 2015 Author

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Can't be worse than docking, can it? EVA allows Locked Mode, right? You may even be able to use Chase Mode though I'm not 100% sure. I'd work.

Actually, EVA doesn't have a Locked mode for some reason... you just get free, Orbital and Chase... and even then, Chase doesn't work the same as in regular flight mode so you can't get the camera to stay fixed behind the Kerbal. I have been experimenting with trying to get Locked mode working though, but it's still pretty flaky.

Quote

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Idjiewalker
Member
0 0 0
About me: Kaboom Scientist

Posted August 10, 2015

If you make this mod allow us to finally lock the camera movement to the Kerbal, like we can do to vessels, so that the world spins around and the Kerbal's mandeviles in the screen, I'll be very happy ☺

Quote

Members: 0 Guests: 0 Anonymous: 0 Click here to hide this statistic. Click here to remove

plugin404
Member
0 0 0
About me: Rocketry Enthusiast

Posted August 11, 2015

Yes, I'd vote for this!

Quote

Members: 0 Guests: 0 Anonymous: 0 Click here to hide this statistic. Click here to remove

seamonkeysagt
Member
0 0 0
About me: Rocketry Enthusiast

Posted August 11, 2015 Author

> plugin404 said:

Yes, I'd vote for this!

Thanks for letting me know!

Quote

Members: 0 Guests: 0 Anonymous: 0 Click here to hide this statistic. Click here to remove

seamonkeysagt
Member
0 0 0
About me: Rocketry Enthusiast

Posted August 11, 2015 Author

So I've been trying to implement the "locked" camera mode for EVAs, but I'm not having much luck. The game appears to be actively resisting any attempt to force the built-in locked mode, so I'm left with trying to manipulate one of the existing modes which hasn't produced anything terribly useful yet.

Attached I did some scribbling which I think is even better. (Kerbal VR) adds a first-person EVA camera, which when combined with the keyboard pitch/roll controls and locked from my mind actually gives a pretty cool experience. It's like the locked camera mode, except more immersive. Just install Kerbal Vive VDS, then hit "~" when on EVA to switch to first person mode. Hitting "~" will get you back out.

Check it out!

Quote

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Drew-Kerman
Member
0 0 0
About me: Rocketry Enthusiast
Director

Posted August 11, 2015

could you rewrite the VDS HudCam and position the camera behind the Kerbal instead?

Quote

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Kerbal Space Agency
Joystick_Mountain! ™
Mod List - Forum Thread
Kerbal Space Program Forum

Active Programs

Phil-duCube
Member
0 0 0
About me: Spacecraft Engineer

Posted August 12, 2015

Excellent! Love it. Thanks so much.

Quote

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Speadge
Member
0 0 0
About me: Spacecraft Engineer

Posted August 12, 2015

> seamonkeysagt said:

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Yes.

I am someone clarify the difference between the "locked" mode and "EVA_ROTATE_ON_MOVE" Switch?

I always thought the same: camera keeps in 3rd Person behind the kerbal with no head bacing "up", not it?

Quote

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Idjiewalker
Member
0 0 0
About me: Kaboom Scientist

Posted August 12, 2015

I hope you'll same this, I never understand why Squad failed to do it and, later, why it never fixed it.

Quote

Members: 0 Guests: 0 Anonymous: 0 Click here to hide this statistic. Click here to remove

seamonkeysagt
Member
0 0 0
About me: Rocketry Enthusiast

Posted August 12, 2015 Author

> Speadge said:

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Actually, I kind of see them as opposites. "Locked" would be what you're describing, with the camera staying fixed behind the Kerbal and moving with you automatically as you rotate to always face Kerbal forward. EVA_ROTATE_ON_MOVE" instead of the camera automatically moving, your Kerbal rotates so that throbbing forward with W turns him to face away from the camera. So "locked" would move the camera to follow the Kerbal, but "rotate on move" moves the Kerbal to follow the camera.

Are very much?

Quote

Members: 0 Guests: 0 Anonymous: 0 Click here to hide this statistic. Click here to remove

Speadge
Member
0 0 0
About me: Spacecraft Engineer

Posted August 12, 2015

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Are very much?

Quote

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Geschossknabe
Member
0 0 0
About me: Director of Stargazing Operations

Posted August 12, 2015

Great show! This has been needed since forever.

Quote

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Geschossknabe | NASA, INDUSTRY, CULTURE, REVOLUTION! TEAM INTERNATIONAL

I am, a Kerbaro

Tutorial on Tutorial | Reader's A. Tutorial on Finding the Best Tut | Tutorial on Communications Networks in 1.2

1 month later...

Dreamer
Member
0 0 0
About me: Spacecraft Engineer

Posted September 17, 2015

Amazing little mod, works flawlessly. It makes EVA much more interesting and realistic.

Beautifer stock !

Quote

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OzoneGrif
Member
0 0 0
About me: Beginner

Posted September 17, 2015

Amazing little mod, works flawlessly. It makes EVA much more interesting and realistic.

Beautifer stock !

Quote

Members: 0 Guests: 0 Anonymous: 0 Click here to hide this statistic. Click here to remove

dom700
Member
0 0 0
About me: Beginner

Posted September 17, 2015

> OzoneGrif said:

realistic

"Jacquelin"

Quote

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Glyph
Member
0 0 0
About me: Rocketry Enthusiast

Posted September 20, 2015

Is there a way to have the Kerbal face left and right (like it does now) but also up and down with the camera? And then a couple keys to rotate, and I'd be a happy camper.

Even better would be to have the camera lock from a "3rd person" perspective, so instead of having the camera directly behind the camera, it would be behind and slightly above.

Quote

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Sonic22
Member
0 0 0
About me: Spacecraft Enthusiast

Posted September 20, 2015

> Glyph said:

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Even better would be to have the camera lock from a "3rd person" perspective, so instead of having the camera directly behind the camera, it would be behind and slightly above.

Just to be pedantic that would be 3rd person still. Also do you mean camera behind the kerbal?

Quote

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