

EvaFollower

Mods

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Description

Files

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Features

- Order kerbals around to follow you.
- Make kerbals patrol around the area!
- Patrol walking or running.

Forum:

<http://forum.kerbalspaceprogram.com/threads/93653-0-24-2-EVA-Follower-v1-13-Sept-2014>

About Project

Report

Project ID

224333

Created

Sep 16, 2014

Updated

May 20, 2016

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EvaFollower_Release_1035...

May 20, 2016





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Update to 1.10 version.

 Forge_User_49386852  Posted [Oct 22, 2019](#) #20

Pretty darn amazing! Finally I can Make Kerbals follow me so I won't have to czange between them, thnx! :D


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 mostafabaghbani ▾ Posted [May 26, 2019](#) #19

Hi

Please for 1.3.0 version

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 _ForgeUser20695478 ♥ Posted [May 20, 2016](#) #18

sounds like a good mod.

the video linked shows on kerbin, a comment below says it works on other planets/moons
Does it work in space? do they use the EVA -KRS?


i have KAS installed and for certain parts you need multiple kerbals to move things

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 _ForgeUser25090719 Posted [May 18, 2016](#) #12

Doesnt Work for me. I tried putting the file in the Gamedata Folder, Went in the files and put the plugin in the plugin folder. And nothing happens.

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 [_ForgeUser17114445](#) Posted [May 19, 2016](#) #13

Quote from Damekn >>

Doesnt Work for me. I tried putting the file in the Gamedata Folder, Went in the files and put the plugin in the plugin folder. And nothing happens.


He Dolan. "The file" ? You do know you need to extract it ? You should put the MSD folder beside the squad folder; than it should work. If not please check your version.

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 _ForgeUser25090719 ▼

Posted [May 19, 2016](#) #14

1. I extracted it.
2. In the squad folder?


 [_ForgeUser25090719](#) Posted [May 19, 2016](#) #15

wait just found out i use 1.1.2, this is 1.1, when are you gonna update it?

 [_ForgeUser17114445](#)  Posted [May 20, 2016](#) #16



Ah shit .. That must be the reason. Can't promise anything but will look into it this weekend.

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 [_ForgeUser17114445](#) ▼ Posted [May 20, 2016](#) #17


Checkout <http://forum.kerbalspaceprogram.com/index.php?topic/84476-112-eva-follower-v1035-20-may-2016/>

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 [_ForgeUser24743457](#)  Posted [May 2, 2016](#) #11



You're Awesome!

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 [_ForgeUser10391350](#) Posted [Nov 11, 2014](#) [#9](#)

Sweet

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 _ForgeUser13796711  Posted [Nov 12, 2014](#) #10



Quote from [Luiz3444](#) »

"After some research the mod it's working on 0.25 BUT!!!! you can only select a follower for ONE planet/mun example if you use a follower on kerbin you can't use it on the mun i hope the creator of this mod fix it"

So, am I to understand that this means you can only have followers on one sphere per planetary system? Hence, I can have followers on Kerbin, Duna, Eve... but not Kerbin, mun,... or multiple jool moons simultaneously?

Last edited by _ForgeUser13796711: [Nov 12, 2014](#)

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 [_ForgeUser16431909](#)  Posted [Sep 27, 2014](#) #5



I Tried It On Kerbin It Worked. I Tried It On The Mun, Did Not Work At All!

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 _ForgeUser17164269 Posted [Sep 21, 2014](#) #4

Brilliant mod, thank you.



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 [_ForgeUser10745256](#)  Posted Sep 19, 2014 #3

little idea having way to ask them to enter periodically if we use life support


 [_ForgeUser16911409](#) Posted Sep 28, 2014 #6

Wouldn't that be REEAALLY hard to do though?

 [_ForgeUser8330514](#)  Posted Sep 17, 2014 #1

Would this also work for EVA in space with jetpacks? If not that would be a cool addition. I often hate having to bring 10 kerbals from one ship to another if they aren't docked and this might help with that

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 [_ForgeUser16713938](#) ▾ Posted [Sep 17, 2014](#) [#2](#)

Exactly my thought. Jetpack EVA would be brilliant!

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