

Members

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**◆** 287 **●** 1.7k

About me: Capsule

**4**0 **4**9 About me: General **Gaalidas** Posted August 10, 2015 ... At the very least, allowing Kerbals to walk on surfaces that are meant to be level with the gravitational center of a celestial body should be doable (considering someone already managed a long time ago to make floating craft walkable) but it looks

anymore from what I can tell) and work on the rest later.

Quote

like walking on the surface of space stations is going to be a long process. My suggestion would be to at least get the first

part of the features working (that is, reproducing the effects of the sea-sickness cure mod which isn't actually available







