

Kerbal Space Program - Feature #2999

EVA flight should be controllable by mods using FlightCtrlState

09/11/2014 01:57 AM - spudbean

Status:	New	% Done:	0%
Severity:	Low		
Assignee:			
Category:	Plugins/Add-Ons		
Target version:			
Platform:	Any	Mod Related:	No
Expansion:			
Description			
<p>It seems like the KerbalEVA part implements user-controlled movement by only checking for GameSettings.EVA_forward.GetKey() etc. If it also checked for X/Y/Z (etc.) values in the current FlightCtrlState, it would allow plugins to control EVA movement. Or EVA_X, EVA_Y, EVA_Z fields could be added to FlightCtrlState.</p>			
<p>The only alternative seems to be to manipulate the rigidbody directly (which this older plugin "EVA Followers" does http://forum.kerbalspaceprogram.com/threads/36425). However, this doesn't result in jetpack fuel being depleted, or jetpack effects from applying either.</p>			
<p>Reason for wanting this: I was hoping to add an EVA mode to my "onscreen joystick" mod: http://forum.kerbalspaceprogram.com/threads/92586</p>			