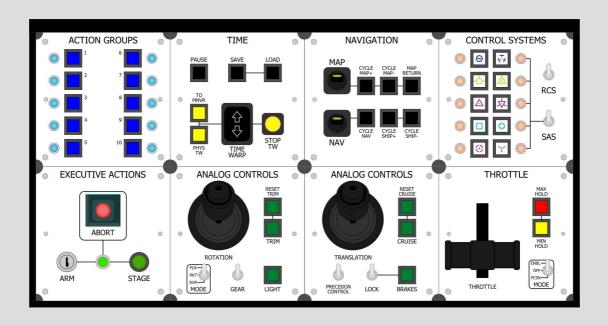
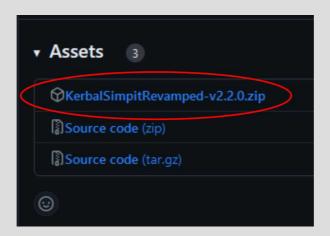
## **Untitled Space Craft**

## **KSP1 Installation Guide**

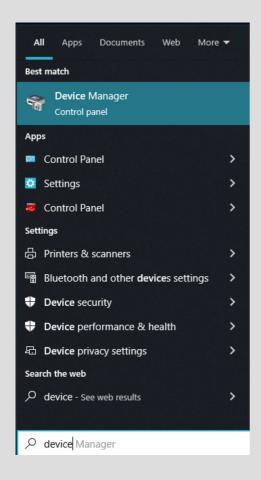


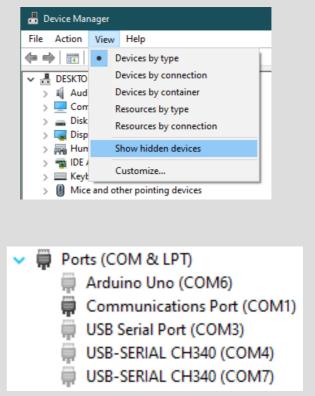
1. Download the latest version of Simpit. <a href="https://github.com/Simpit-team/KerbalSimpitRevamped/releases">https://github.com/Simpit-team/KerbalSimpitRevamped/releases</a>

Click the zip file and extract it. Add the contents to your KSP GameData folder.



2. Locate the COM port that the controller connects to. For Windows 10 and 11, you may use the Start menu to search for "Device Manager". In the Device Manager, click "View" and select "Show Hidden Devices." Then locate "Ports (COM & LPT)" and make note of the listed ports. Plug in the controller to USB and note the new port that appears in the list.





3. Add the COM port to the settings.cfg file in the Simpit mod folder. Make sure you are editing settings.cfg and not settings.cfg.sample. Add the controller's port name to "PortName = " as shown. You can leave the other settings as-is. Verbose is for logging and should be False for gameplay. Save the file and exit.

```
File Edit Format View Help

KerbalSimpit
{

    Documentation = https://bit
    Verbose = True
    RefreshRate = 125
    SerialPort
    {

        PortName = COM7
        BaudRate = 115200
    }

    CustomResourceMessages
    {
     }

     CustomResourceMessages
    {
     }
}
```

4. Boot up KSP and connect the controller. When you connect the controller, it is a good idea to always connect the USB first and the power second. Navigate to the mod sidebar and locate the Simpit icon, shown here in green. If yours is not green, then you may click "Close" and "Start". If everything was done properly it should be ready to play!



5. If you have multiple containers or hubs, you may add them into your settings.cfg by copying SerialPort and the following 4 lines, as shown in the image.

```
RefreshRate = 125
SerialPort
{
         PortName = COM7
         BaudRate = 115200
}
SerialPort
{
         PortName = COM4
         BaudRate = 115200
}
CustomResourceMessages
```