You may reuse code and textures from this mod, as long as you give credit in the download file and on the download post/page. Reuse of models with permission. No reselling. No redistribution of the whole pack without permission.

UV map texture guides are included so you can re-skin to your liking.

For reuse of the plugin, please either direct people to download the dll from my official release, OR recompile the wanted partmodule/class with a new class

✕

Firespitter
Mods

189,692 Downloads   Last Updated: Jul 27, 2014   Game Version: 0.24.2

| Description | Files | Images | Issues | Wiki | Relations |

About Project

🚩 Report

Project ID	220252
Created	May 7, 2014
Updated	Jul 27, 2014
Total Downloads	189,692
License	Custom License

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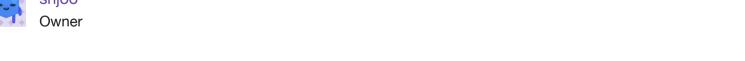
R	Firespitter_634.zip	⬇
	Jul 27, 2014	

Latest version download:

Due to issues with uploading files to curseforge, you can get the latest version here: https://github.com/snjo/Firespitter/releases/latest

The latest version of the plugin is always available here:

Plugin Download

Overview

Firespitter adds a great number of plane and helicopter parts to KSP. These include engines, wings and cockpits with interactive IVAs, as well as other useful things like landing gear, seaplane floats, trim tools and other widgets. A number of other mods also use the firespitter.dll plugin. An explanation of the features of parts using these features can be found in the guide.

Please post any question in the forum thread

Installation:
Check out Scott Manleys video on installing mods.
Make sure you put the Firespitter files in the GameData folder the way it is presented in the zip file. This mod relies on many assets that have to be in the right folder, like sounds and textures. If you get creative with the file and folder names, stuff will break!

 If you need just the plugin (for use with other outdated mods), check the the github repo.

Confused? Check the Firespitter parts guide

v6.3.4
-KSP 0.24.2 Compatibility.
-Lots of plugin features for upcoming version 7, and features used in other mods like B9

v6.3

-Wheel alignment guides end the scourge of crooked gear placement. Press F2 to toggle guide lines.

-Oblong round noses, short and long

-Oblong to 0.625m adapter

-Helicopter landing skids by Justin Kerbice

-Warning message on the Main Menu if you are using an incompatible KSP version

-W.I.P. turboprop engine. This will see changes to performance, sound and looks

-FSengineSounds: Implemented disengage, running, flameout sounds, fixed bugs.
-FSwing: Made leading edge action name cfg editable for use in extending flaps etc.
-FSwheel: supports altering retract animation speed in cfg
-FSslowtato: key/action group based rotator module
-FSmeshSwitch: swap meshes instead of textures for better memory conservation

Comments

guiovyond ▾

Posted Apr 10, 2019   #87

you never going to reply us

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likosgaming ▾

Posted Aug 11, 2018   #86

hey are you gonna update this to 1.4.4?

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faze_skidward ▾

Posted Apr 9, 2018   #85

wheres all the stock planes?

Report   Reply   Quote   Multi-quote

howtousemods_123 ▾

Posted Jul 23, 2017   #84

it keep bugging when i assembled it i try it just keep flying or bouncing! pls help

Report   Reply   Quote   Multi-quote

howtousemods_123 ▾

Posted Jul 23, 2017   #83

does it work at 1.2 ksp??! if i will give you 1milion dollarz$

Report   Reply   Quote   Multi-quote

1987honda ▾   Posted May 8, 2017   #82

please update 1.2.2

livingoff ▾   Posted Jul 12, 2016   #78

lol bug. I take "rescue astronaut on orbit" contract. Flying, approach. This guy sitting in wooden biplane cabin, and on EVA button answers - module is not have hatch, don't touch me... :)

_ForgeUser25164264 ▾   Posted May 22, 2016   #77

This mod doesn't work for me

Most of the parts don't connect,
the wheels don't turn they just drag,
the engines dont spin,
the wings have no lift,
some wings don't have built in control surfaces,

I have done hours worth of research and found nothing even close to what i'm looking for
If you know anything about this or how to fix it let me know

KerbalNerd123 ▾   Posted Mar 7, 2017   #79

Just try READING THE DESCRIPTION. There is a Latest Version Download thing with a GithHub link and then download it there (Even though the link is not working??!) here is the link that works : https://github.com/snjo/Firespitter/releases Hope this works :D

_ForgeUser24463461 ▼

Make An _F-14 Tomcat_ Please.

Report   Reply   Quote   Multi-quote

_ForgeUser24348440 ▼

Please make a version compatible wit 1.0.5

Report   Reply   Quote   Multi-quote

KerbalNerd123 ▼

There is a compatible version in the GithHub link but the description link is not working.Here is the working one: https://github.com/snjo/Firespitter/releases Try finding the 1.0.5 you're looking for.Hope this works :D

Report   Reply   Quote   Multi-quote

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riku_anita_8687 ▼

i'm having several issues
firstly some parts require intakes i know that real helicopters have jet engines inside and legit need intakes but i'm talking about airplane propellers and some of the VTOL propellers
second i'm having problems with balance, sometimes ill make a completely firespitter craft and when flying it will suddenly tip, out of the blue and out of NO WHERE!
third parts dont show on the part list, like the wings and cockpits
lastly the sounds wont play all i get is stock sound (flamout) and that's it help me plz

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_ForgeUser21546925 ▼

if i download the latest one, which is 0.24.2, is it going to work in 0.25???

Last edited by _ForgeUser21546925: Mar 23, 2016

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_ForgeUser22162226 ▼   Posted <u>Dec 17, 2015</u>   #70

Please make an update for 1.0.5!

Report   Reply   Quote   Multi-quote

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spiretail ▼   Posted <u>Dec 26, 2015</u>   #71

There is one, search it up on KSP forums or Kerbal Stuff, https://kerbalstuff.com/mod/63/Firespitter.

- Hawk.

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_ForgeUser23851078 ▼   Posted <u>Apr 22, 2016</u>   #76

it doesent even load for me good job ass

Report   Reply   Quote   Multi-quote

KerbalNerd123 ▼   Posted <u>Mar 7, 2017</u>   #81

find it here :https://github.com/snjo/Firespitter/releases

Report   Reply   Quote   Multi-quote

_ForgeUser22806698 ▼   Posted <u>Dec 9, 2015</u>   #69

well i like the mod but. there is a runway glitch and some of the parts are animationless please make a update for V1.0.5 please

Report   Reply   Quote   Multi-quote

_ForgeUser22223202 ▼   Posted <u>Nov 13, 2015</u>   #68

update for 1.0.4

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