











Firespitter

Mods

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If you need just the plugin (for use with other outdated mods), check the the github repo.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

Source on github

Comments

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guiovyond ~

Posted <u>Apr 10, 2019</u>

#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?

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howtousemods_123 ▼

Posted <u>Jul 23, 2017</u> #84

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

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howtousemods_123 ▼

Posted <u>Jul 23, 2017</u> #83

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

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livingoff ▼

Posted <u>Jul 12, 2016</u> #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...:)

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_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

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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

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#75



Make An *F-14 Tomcat* Please.

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_ForgeUser24348440 ▼

Posted Apr 10, 2016 #74

Please make a version compatible wit 1.0.5

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KerbalNerd123 ▼

Posted Mar 7, 2017 #80

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

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riku_anita_8687 ▼

Posted Mar 28, 2016 #73

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 ▼

Posted Mar 23, 2016 #72

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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#70



Please make an update for 1.0.5!

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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

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KerbalNerd123 ▼

Posted Mar 7, 2017 #81

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

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_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

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_ForgeUser22223202

This is a second of the second of the

Posted Nov 13, 2015 #68

update for 1.0.4

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