Miltech Mission Hub

Firefighting

You can integrate your aircraft's own firefighting method with the Mission Hub. You will need to implement the 3D model and VFX yourself.

To interact with the mission system, Lvars are used. The specific implementation differs depending on which firefighting method your aircraft uses:

Helicopter Bucket

Lvars to set

LVar	Description
MMH_COMPATIBILITY_FIREFIGHTING	Always set to 1
MMH_BAMBI_READY	Set to 1 when the bucket is ready to be used (i.e. slung under the helicopter)
MMH_BAMBI_FULL	Set this to 100 when the bucket has been filled

Lvars to read

LVar	Description
MMH_BAMBI_FULL	Use this to show/hide water inside of the bucket. 0 = bucket empty 100 = bucket full
MMH_WATER_RELEASE	Use this to drive when your water drop vfx is active. 0 = No water being dropped 100 = Water being dropped

Helicopter Tanks

Lvars to set

LVar	Description
MMH_COMPATIBILITY_FIREFIGHTING	Always set to 1
MMH_FIREFIGHTING_WATER_TANK	Always set to 1
MMH_BAMBI_READY	Set to 1 when the bucket is ready to be used (i.e. slung under the helicopter)
MMH_BAMBI_FULL	Set this to 100 when the bucket has been filled

Lvars to read

LVar	Description
MMH_BAMBI_FULL	Use this to show/hide water inside of the bucket. 0 = bucket empty 100 = bucket full
MMH_WATER_RELEASE	Use this to drive when your water drop vfx is active. 0 = No water being dropped 100 = Water being dropped

Airplane Scoop (2024 only)

For MSFS2024, you can make aircraft compatible with the mission hub by setting up the native water drop system. We monitor the following simvars:

- LIQUID DROPPING SCOOP OPEN VALUE
- LIQUID DROPPING TANK TOTAL WEIGHT
- LIQUID DROPPING TANK TOTAL CAPACITY
- LIQUID DROPPING TOTAL DROPPED FLOW

See: https://docs.flightsimulator.com/msfs2024/html/5_Content_Configuration/Careers/Aerial_Firefighting.htm#simvars