

Kerbal Space Program - Feature #1202

Improvements on parachute physics

08/12/2013 08:14 AM - Cesrate

Status:	New	% Done:	0%
Severity:	Low		
Assignee:			
Category:	Physics		
Target version:			
Platform:	Any	Mod Related:	No
Expansion:			
Description There's nearly no "physics" for patachutes now. What parachutes do is to suddenly "fully deploy" on 500m above the surface, without considering the speed, the drag, and so on. They have no shape of aerodynamics, they just follow the trajectory of ship, so they even could do it when in space(build a rocket, deploy the parachute in higher sky, then to space, see how it follow the trajectory of ship). I hope it will become more realistic.			