

## Kerbal Space Program - Bug #14277

### Five Parachutes Open Instead of Four Which Are Placed

03/16/2017 07:07 AM - Vimanyu

<b>Status:</b> Closed	<b>Start date:</b> 03/16/2017
<b>Severity:</b> Very Low	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b> Parts	
<b>Target version:</b>	
<b>Version:</b> 1.2.2	<b>Language:</b> English (US)
<b>Platform:</b> Windows	<b>Mod Related:</b> No
<b>Expansion:</b>	

#### Description

So I was ferrying three passengers and while re-entry into Kerbin's atmosphere I deployed my 'chutes (MK15). I had placed only four but five came up... The shots are not clear (sorry abt that). This is not such a big issue but still I thought worth reporting. I have Mechjeb installed.

PS- Can someone pls confirm this?

#### History

##### #1 - 03/16/2017 04:30 PM - jd284

"PS- Can someone pls confirm this?"  
Maybe if you post savegame and craft file...

##### #2 - 03/17/2017 03:46 PM - Vimanyu

- File *quicksave.loadmeta* added  
- File *quicksave.sfs* added

jd284 wrote:

"PS- Can someone pls confirm this?"  
Maybe if you post savegame and craft file...

I found these saves try these  
<pre>

##### #3 - 03/20/2017 05:21 AM - AlffromKerbal

My misunderstanding (deleted my text).

You should try without mod (which is the basis for reporting bugs here).

##### #4 - 03/20/2017 12:15 PM - Vimanyu

AlffromKerbal wrote:

My misunderstanding (deleted my text).

You should try without mod (which is the basis for reporting bugs here).

lol no I didn't have the chutes on the bay they were on the top of the pods... Mechjeb was not on this flight... Does it still matter?

##### #5 - 03/21/2017 10:45 AM - sal\_vager

- File *screenshot15.png* added  
- File *screenshot16.png* added  
- File *screenshot17.png* added  
- Status changed from *New* to *Need More Info*

Hi, yes MechJeb matters, please reproduce this with a clean install.

Also, your screenshots show 5 parachutes in the staging stack and you have 5 parachutes on the vessel.

It looks like you managed to get two parachutes on one node, either via using undo or by cloning parts that already had parachutes, we will need a step by step reproduction of how you built this vessel.

Please set to Updated when you have a reproduction in stock, thank you.

**#6 - 07/25/2019 09:36 PM - chris.fulton**

- Status changed from *Need More Info* to *Resolved*

- % Done changed from 0 to 100

**#7 - 07/25/2019 09:36 PM - chris.fulton**

- Status changed from *Resolved* to *Closed*

**Files**

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|                      |           |            |           |
|----------------------|-----------|------------|-----------|
| 20170316121219_1.jpg | 188 KB    | 03/16/2017 | Vimanyu   |
| 20170316121226_1.jpg | 198 KB    | 03/16/2017 | Vimanyu   |
| quicksave.loadmeta   | 233 Bytes | 03/17/2017 | Vimanyu   |
| quicksave.sfs        | 111 KB    | 03/17/2017 | Vimanyu   |
| screenshot16.png     | 1.12 MB   | 03/21/2017 | sal_vager |
| screenshot15.png     | 1.13 MB   | 03/21/2017 | sal_vager |
| screenshot17.png     | 1.12 MB   | 03/21/2017 | sal_vager |