

## Kerbal Space Program - Bug #2326

### Parachutes are invisible after quickloading

04/02/2014 10:48 AM - BloodyRain2k

<b>Status:</b> Closed	<b>Start date:</b> 04/02/2014
<b>Severity:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b> Parts	
<b>Target version:</b>	
<b>Version:</b> 0.23.5	<b>Language:</b> English (US)
<b>Platform:</b> Any	<b>Mod Related:</b> No
<b>Expansion:</b>	
<b>Description</b>	
<p>I was just doing a return from the mun and was about to do my water landing, the chutes were already semi-deployed and I did a quicksave for the case I use the engines too late to dampen the landing (14sec of fuel left). The quicksave happened at like 5km.</p> <p>The landing succeeded but I forgot to grab the science from the water so I loaded the quicksave again and panicked instantly because my chutes were gone.</p> <p>Atleast visually, because after I right clicked a chute box it still showed "Cut Chute" as an action so I tried it out to see what happens and indeed, the chute was still present, just invisible.</p> <p>When it fully deployed it became visible again but well, it gave me quite a shock.</p>	
<b>Related issues:</b>	
Has duplicate Kerbal Space Program - Bug #2482: quicksave load is missing par...	<b>Closed</b> <b>05/09/2014</b>

#### History

##### #1 - 04/02/2014 09:11 PM - Claw

- File *screenshot2.png* added
- File *screenshot3.png* added
- Status changed from *New* to *Confirmed*
- % Done changed from 0 to 10

I was able to confirm this with the chutes are in the semi-deployed state AND in the fully-deployed state.

Chute semi-deployed, quicksave, quickload and it happens. Same thing after it's fully deployed.

Strangely enough, the chutes are still there, not invisible. They are just incredibly tiny, with incredibly tiny drag to match. (I've attached pictures.)

EDIT: According to this thread, sal\_vager states that it's an Easter Egg. <http://forum.kerbalspaceprogram.com/threads/74760-Parachute-bug>

The problem is that the CuteChutes don't provide much (if any) drag.

- Quicksaving/Quickloading with the chute in a fully deployed state results in a catastrophic landing.
- With the CuteChute in semi-deployed state, a Mk-1 capsule flips over and heads toward the surface top first. Could be catastrophic for large craft when the chute fully-deploys.

##### #2 - 10/24/2014 01:36 AM - Claw

Still happens in 0.25.

I've created a fix in this thread <http://forum.kerbalspaceprogram.com/threads/97285-0-25-Stock-Bug-Fix-Modules>

##### #3 - 07/17/2016 09:25 AM - TriggerAu

- Status changed from *Confirmed* to *Needs Clarification*
- % Done changed from 10 to 0

##### #4 - 08/09/2016 10:39 AM - TriggerAu

- Status changed from *Needs Clarification* to *Closed*

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

## Files

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screenshot2.png	1.86 MB	04/02/2014	Claw
screenshot3.png	1.92 MB	04/02/2014	Claw