

## Kerbal Space Program - Bug #28586

### Parachute slider bars missing and don't deploy

11/25/2021 09:22 PM - grubbee

<b>Status:</b>	New	<b>Start date:</b>	11/25/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.12.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground		

#### Description

I had a flight ending in tragedy when all chutes failed to deploy.

For troubleshooting, I launched the exact same vessel and noticed that none of the parachutes have a slide bar to adjust the min pressure and deployment altitude.

There was nothing unusual about the flight profile (straight up to ~90,000m, straight down and reach terminal velocity of < 300 m/sec)

When I deployed the drogue chute first, it makes the sound but there's no visible chute and no slowing down. Same with the main chutes (M-16, Mk2-R)

I launched a third time, and before launching I again found no slider bars to adjust the parachute parameters (see screenshot).

The chute may be deploying but chute is invisible and does not inflate.

I'm playing on career hard mode so this glitch essentially ruined my career. I tried to research to make sure it wasn't a mistake on my part but wasn't able to find anything.

Version 1.12.2.3167 + Breaking ground 1.7.1

#### History

##### #1 - 11/25/2021 09:42 PM - grubbee

I exited the game and went back in, and I have the sliders back, and I'm assuming the rest is functioning again. Is this a bug or is there a series of steps that put me into that state which can be undone (without quitting)?

Thankfully I was only a few hours into this career game on hard, but if this happened after going interplanetary I would have a very hard time accepting it.

#### Files

20211125134832_1.jpg	496 KB	11/25/2021	grubbee
20211125141022_1.jpg	587 KB	11/25/2021	grubbee