Kerbal Space Program - Feedback #17912

Unlock Personal Parachutes with a Building Upgrade, not Kerbal Experience

03/08/2018 06:34 PM - Zhetaan

Status:	Not Fixed		
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:	1.6.0		
Version:	1.6.1	**Language:**	English (US)
Platform:	Linux, OSX, Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

To quote a forum user:

> Parachute availability would make more sense if tied to the level of the Astronaut Complex rather than Kerbal level. The idea that a new recruit won't get a parachute while their experienced cabin mate has one doesn't make sense.
>
> Availability should be tied to improved suit technology, not the Kerbal's skill.

Given that we already have to upgrade in order to have EVA abilities (which can, with a little imagination, be taken as a form of suit upgrade from flight suits to vacuum suits), tying personal parachutes to a building upgrade also fits with the career progression that we already have.

History

#1 - 03/08/2018 06:44 PM - severedsolo

- Platform deleted (PS4, XBoxOne)

I'd personally like to see it as a top tier Astronaut Complex upgrade if you are going for "quite late game" progression. At the moment the top tiers are basically useless (except R&D) this would make upgrading the Astronaut Complex a bit more useful.

#2 - 03/14/2018 10:35 PM - MaltYebisu

- Expansion Core Game added

How about making this a setting the player could set or even tweak in the difficulty settings menu?
The logical place to put these settings would be under the Advanced Settings tab in my opinion.

#3 - 03/18/2018 08:12 PM - EvilBroccoli

Agree 100% the moment i heard about a level 3 kerbal can get a chute i was like... wut!? do you know how much experience does a lvl 3 kerbal needs???????

sounds like a decision from someone who doesnt play the game

#4 - 03/29/2018 11:52 PM - Zhetaan

- Version changed from 1.4.0 to 1.4.2

#5 - 09/05/2018 01:37 PM - Zhetaan

- Version changed from 1.4.2 to 1.4.5

Updating for version.

#6 - 01/10/2019 03:26 PM - Zhetaan

- Version changed from 1.4.5 to 1.6.1

Update for new version release.

#7 - 07/07/2019 06:21 AM - Anonymous

In version 1.6.0 the availability of parachutes changed.
The change-log says "Personal parachute kerbal unlock level requirement is accessible for modders in the traits.cfg file and the requirements have been updated to: 0xp for pilots, and 1 xp point [actual game behavior requires 1 **star**] for Engineers and Scientists."

#8 - 08/22/2019 09:04 PM - nestor

- Status changed from New to Ready to Test

- Target version set to 1.6.0

The behavior changed in 1.6.0, does that fix the original problem?

#9 - 08/23/2019 06:46 AM - Anonymous

- Status changed from Ready to Test to Not Fixed

No, the reasons given in the original report --about why the parachute skill is a strange fit to the rest of KSP-- are still just as true. The one-star requirement makes us put each Kerbal in orbit before he can parachute on his **next** mission, preventing the method Yuri Gagarin used to return by parachute from his first-ever manned orbit.

[Edit: I just noticed that **pilots** get chutes right away, at level 0, so a pilot **can** parachute back from their first orbit.
If the chutes ever get re-worked, maybe to work more like suits, linking them to a building upgrade is still a valid suggestion.]