

## Kerbal Space Program - Feedback #21344

### Lack of max safe atmo pressure limit for EVA helmet off

02/24/2019 05:19 AM - JadeOfMaar

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.6.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

There are several keys implemented in the EVA kerbal config for situations with the helmet off but a very important one is missing: a limit for maximum pressure in atmosphere (while not swimming / in ocean). It may not matter much in the stock solar system but it would be quite welcome in the realm of planet modding. A number of very popular planet mods do provide "super-Kerbins" carrying breathable atmosphere. It is odd that kerbals can walk around in 5 atmospheres and beyond without fear.