# Kerbal Space Program - Bug #24876

## Parachutes can be set to lower activation pressures when in flight than in the VAB

02/17/2020 05:02 PM - Armisael

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| **Status:** | Confirmed | **Start date:** | 02/17/2020 |
| **Severity:** | Low | **% Done:** | 10% |
| **Assignee:** | | | |
| **Category:** | Parts | | |
| **Target version:** | | | |
| **Version:** | 1.9.0 | **Language:** | English (US) |
| **Platform:** | Windows | **Mod Related:** | No |
| **Expansion:** | Core Game | | |

**Description**

'Standard' parachutes (eg, the Mk16) have a 0.04 minimum pressure limit for activation in the VAB; you can't set it any lower. However, in flight you can reduce this threshold to 0.01 atm.

Similarly, drogue parachutes (eg, the Mk12-R) have a 0.02 minimum pressure limit, but also can be reduced to 0.01 when in flight.

I'm not entirely sure what the intended behavior is, but I find it difficult to imagine that this is it. This issue has been around for a long time; I have a vague recollection of submitting a bug to this tracker back during the 1.1 public beta, though I can't seem to find it.

Steps to reproduce:
1. Put a Mk16 Parachute on a Mk1 Command Pod in the VAB.
2. Attempt to reduce the parachute's Min Pressure to 0.01. Note that it does not work; 0.04 is as low as it will go.
3. Launch the craft.
4. Attempt to reduce the parachute's Min Pressure to 0.01. Note that it does work.

### History

**#1 - 02/17/2020 05:08 PM - Dunbaratu**

I believe this is the same problem reported a while ago in this bug:

https://bugs.kerbalspaceprogram.com/issues/22959

(With the additional information that it also affects the Mk16 chute not just the one I mentioned.)

**#2 - 02/17/2020 05:19 PM - Armisael**

It actually applies to all 5 parachutes in the core game. Otherwise yeah, it's very definitely the same bug.

**#4 - 03/04/2020 07:14 PM - christy.theus**

*- Status changed from New to Confirmed*

*- % Done changed from 0 to 10*