

## Kerbal Space Program - Feedback #4792

### Odd Parachute Behavior

04/28/2015 04:30 PM - the\_Demongod

<b>Status:</b>	Needs Clarification	
<b>Severity:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Physics	
<b>Target version:</b>		
<b>Version:</b>	1.0	<b>Language:</b> English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b> No
<b>Expansion:</b>		
<b>Description</b> <p>The parachutes currently are exhibiting odd behavior. It has improved much in 1.0, but there is still room for improvement. While it is nice that they now cause drag even when only partially deployed, it is far too much drag. Upon initial opening (before full deployment), they rapidly slow the craft down to ~30m/s, and then full deployment lowers this to ~6 or so. It seems to me like all the parachutes should cause a more gradual deceleration, especially in a partially opened state. This video shows the usage of drogues and then the gradual deployment of the main chutes on the Orion capsule: <a href="https://www.youtube.com/watch?v=tdmZAwvznOU">https://www.youtube.com/watch?v=tdmZAwvznOU</a> One potential fix for this would be to make main parachutes susceptible to destruction at high speeds, making drogue parachutes a necessity for reentry from a high energy orbit.</p>		

#### History

##### #1 - 07/27/2015 05:57 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

##### #2 - 07/17/2016 09:32 AM - TriggerAu

- Status changed from New to Needs Clarification