

## Kerbal Space Program - Bug #4860

### Parachutes not keeping semi/deploy time values set from VAB/SPH

05/01/2015 02:39 AM - xandalis

<b>Status:</b>	Closed	<b>Start date:</b>	05/01/2015
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<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>			

#### Description

Specifically, the "Semi time" and "Deploy time" sliders do not seem to retain settings when changing scenes or loading a vessel. I don't know if the values aren't being saved, or aren't being loaded, but the end result is the same: the values reset to defaults (2 and 5, respectively).

#### 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

##### #3 - 08/09/2016 01:38 PM - TriggerAu

- Status changed from Needs Clarification to Closed
- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention