

Kerbal Space Program - Bug #6347

Parachute Deployment BUG

12/24/2015 04:32 PM - Fair_Player

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|------------------------|---------------------|---------------------|--------------|
| Status: | Needs Clarification | Start date: | 12/24/2015 |
| Severity: | High | % Done: | 0% |
| Assignee: | | | |
| Category: | Parts | | |
| Target version: | | | |
| Version: | 1.0.5 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | | | |

Description

During the entrance to atmosphere (over 1000m/s), I would like to have 2 parachutes used to reduce the speed, however they are being destroyed (as planned). The problem is that when those 2 parachutes are destroyed the rest (4) parachutes are shown as damaged as well and they cannot be launched for safe landing on the ground. I have tried to use each of these parachutes separately but the result remained the same. It seems as if damaging one parachute results in the destruction of all parachutes remaining.

Thank you for support
Merry Christmas and Happy New Year.

History

#1 - 03/06/2016 12:35 AM - twitch222

I have not tested this bug, but as a work around you can set the conditions for each parachute in the VAB or while in flight. Set Min Pressure as high as it will go and altitude to 1000 for low altitude parachutes. The way the min pressure works, the parachute will not even actually deploy until pressure is greater than the pressure you specify. At the highest setting, parachutes will not deploy at all until something like 1000 sea level on kerbin. do this for any parachute you don't want to destroy, and then leave the throw away make-shift drogue parachute settings to a low min-pressure.

Once that is done, you can deploy all parachutes at once when you want to 'slow down' by destroying the 2 parachutes. The remainder of the parachutes will not immediately deploy and should not be destroyed, and then they will automatically deploy when pressure is greater than your min pressure setting.

in short, min pressure sets the height that a parachute will initially deploy, and altitude will set the height that the parachute will expand to full deployment.

Its not perfect but its for sure workable. of course, if you want multiple landings or something like that, then you are in trouble. hope that helps for now!

#2 - 03/08/2016 12:40 PM - Fair_Player

Hello. Thank you for answer. I will try your idea. I have gone around this problem with parachutes but I don't remember how, now I'm far far away in missions :D. I know that we can adjust conditions for every parachute with pressure and full deployment altitude but when one of the parachutes went to hell then all in this group/stage were destroyed too, even if they had different pressure and full deployment settings. It should not be like that.

All the best
Daniel

#3 - 07/17/2016 09:43 AM - TriggerAu

- Status changed from New to Needs Clarification

Files

| | | | |
|----------------|--------|------------|-------------|
| Screenshot.jpg | 581 KB | 12/24/2015 | Fair_Player |
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