

## Kerbal Space Program - Feedback #7099

### Default parachute semi-deployment pressures are too high

02/25/2016 08:56 PM - Kasuha

<b>Status:</b>	Needs Clarification		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.0.5	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

By default, parachutes have semi-deployment pressure set to 0.04 and drogues to 0.02 Atm. On Duna, these pressures correspond to altitudes of approximately 4500 m and 9500 m, respectively. A **lot** of Duna's surface is above the pressure level where normal parachutes will semi-deploy - which means that on a lot of Duna's surface they won't deploy at all in current release.

While I understand that main issue here is usually speed, not pressure, and that in 1.1 parachutes will deploy also if they hit the terrain distance threshold, I still believe it would be better and safer to lower these thresholds to to 0.02 (chutes, ~9500 m) and 0.01 (drogues, ~13500 m) to allow semi-deploying main chutes on Duna even above the terrain distance threshold.

#### History

##### #1 - 03/17/2016 07:43 AM - NathanKell

This should no longer be true: the current 1.1 builds do deploy if terrain alt < full deploy alt, even if they are only active and have not semi-deployed yet.

##### #2 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from New to Needs Clarification