

Kerbal Space Program - Bug #13273

Music looping and skipping inappropriately

11/20/2016 01:42 AM - andreas.thomasen

Status:	Closed	Start date:	11/20/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Audio		
Target version:	1.4.1		
Version:	1.2.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

DESCRIPTION

When a new audio-track is loaded in game it does not start playing from the beginning of the track. This happens whether in spaceflight, in the VAB or any other space-center compound (even the loading screen between buildings does this). On my system this bug occurs whenever a new track is loaded, i.e. it is not an occasionally occurring bug.

HOW TO REPLICATE

- 1) Load saved game
- 2) Enter any building in the space-center or take control of any craft in spaceflight
- 3) Wait until the current track ends
- 4) The new track will start playing at some arbitrary position

As far as I am aware, there is no way to go through those four steps without encountering the bug.

SYSTEM

KSP version - 64-bit PC, v1.2

System - Intel HD graphics 520, Intel Core i5 (See DxDiag.txt)

FILES

DxDiag.txt - Info about my system

Bogdanovism.zip - zipped savegame folder

REMARKS

This is an old bug that has been known for a long time (according to some since 0.23), and i believe there are other bug reports describing the same bug, but they seem to lack detail and save files, and many have been closed for that reason, so I decided to supplement with my own. I have experienced this bug on two different systems (both using the 64-bit PC version, but the previous one being a 2014 version of the game), unfortunately I only have the details of my current system.

I have set the priority to low to conform with the guidelines on the wiki, but I'd like to remark that this bug makes the game a lot less enjoyable for me personally and was the reason I stopped playing the game initially and also the reason why I'm losing interest in playing it now after starting again.

History

#2 - 11/28/2016 09:14 PM - Ezriilc

- Status changed from New to Confirmed

- % Done changed from 0 to 10

- Version changed from 1.2.0 to 1.2.1

#4 - 03/27/2018 03:26 PM - Squelch

- Status changed from Confirmed to Ready to Test

- Target version set to 1.4.1

- % Done changed from 10 to 80

#5 - 03/27/2018 03:26 PM - Squelch

- Expansion Core Game added

#6 - 07/25/2019 12:03 AM - chris.fulton

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

#7 - 07/25/2019 12:03 AM - chris.fulton

- Status changed from Resolved to Closed

Files

DxDiag.txt	82 KB	11/20/2016	andreas.thomasen
Bogdanovism.zip	1.58 MB	11/20/2016	andreas.thomasen