

Kerbal Space Program - Bug #2788

Airspeed sound disabled until unpause

07/18/2014 03:57 AM - pizzaoverhead

Status:	Closed	Start date:	07/18/2014
Severity:	Very Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.24	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

On launching a craft, the sound of air rushing past the craft at speed in atmosphere is not heard until the game has been paused and unpaused.

Reproduction:

- Launch a craft to > 100 m/s.
- Cut power to the engine.
- Note that there is no sound.
- Press Esc to pause the game.
- Press Esc to unpause the game.
- Note that the sound of air passing the craft can now be heard.

This issue effects all versions from 0.23 to 0.24, possibly earlier.

History

#1 - 07/18/2014 05:26 AM - Kerolyov

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Confirmed

#2 - 07/18/2014 05:26 AM - Kerolyov

- Severity changed from Low to Very Low

#3 - 07/17/2016 09:26 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#4 - 08/09/2016 10:56 AM - 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