

Kerbal Space Program - Bug #3002

FX Groups will only play the last SOUND in each group

09/11/2014 03:17 AM - Taverius

Status:	Not a Bug	Start date:	09/11/2014
Severity:	Normal	% Done:	0%
Assignee:	Mu		
Category:	Audio		
Target version:			
Version:	0.24	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

If you have multiple SOUND entries in an FX Group, only the last one will be played, even if they have different sound clips attached.

Reproduction:

1. Edit the RAPIER.cfg.
2. Make a copy of the 'sound_jet_deep' entry in the 'running_open' FX Group, below the original.
3. Change clip of new SOUND entry to 'sound_jet_low'.
4. Launch KSP.
5. Launch craft with a RAPIER.
6. Enable engine.
7. 'sound_jet_low' is now being played instead of 'sound_jet_deep', as opposed to be played alongside it.

History

#1 - 09/16/2014 11:24 AM - Mu

Your effect nodes need an instance name if you are using the same type of effect node inside an effect... like this...

```
AUDIO
{
  name = jetLow
  channel = Ship
  clip = sound_jet_low
  volume = 0 0 0 25
  volume = 0.1 1.12 0.22 0.22
  volume = 1 1.32 0.22 0
  pitch = 0 0.3
  pitch = 1 1
  loop = true
}
AUDIO
{
  name = rocketSpurts
  channel = Ship
  clip = sound_rocket_spurts
  volume = 0.0 0.0
  volume = 1.0 1.0
  pitch = 0.0 0.2
  pitch = 1.0 1.0
  loop = true
}
```

#2 - 09/16/2014 11:27 AM - Mu

- Status changed from New to Not a Bug
- Assignee set to Mu
- % Done changed from 0 to 100