Kerbal Space Program - Bug #416

False Sound Usage

03/16/2013 08:52 PM - Smosh3box

Status:	Closed		**Start date:**	03/16/2013
Severity:	Unworthy		**% Done:**	100%
Assignee:				
Category:	Gameplay			
Target version:				
Version:	0.19		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:				

Description
When you click "Restart Flight" the sound used for/during ReEntry beings to play until it reloads the ship.

History

#1 - 03/17/2013 05:42 AM - Anonymous

- Severity changed from Normal to Petty

#2 - 03/24/2013 07:14 AM - sal_vager

- Severity changed from Petty to Unworthy

- Platform Windows added

#3 - 08/16/2013 11:31 AM - Ted

- Category set to Gameplay

#4 - 10/25/2013 06:01 PM - sr

Still happens under 0.22 using "Revert to launch". The sound plays for about half a second.

#5 - 10/25/2013 06:01 PM - sr

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#6 - 07/27/2015 06:04 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#7 - 07/17/2016 09:33 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#8 - 07/17/2016 06:28 PM - Claw

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

- Platform Windows added

- Platform deleted (Win32)

Not seeing this anymore in 1.1.X