

## Kerbal Space Program - Bug #668

### Custom engine sounds in mods don't play on mac (with workaround)

05/20/2013 08:45 AM - Snjo

<b>Status:</b>	Closed	<b>Start date:</b>	05/20/2013
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Plugins/Add-Ons		
<b>Target version:</b>			
<b>Version:</b>	0.19.1	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Platform: Mac

Issue: sounds defined on parts that are in the ksp/sounds folder don't play on mac. Must be in the parts own folder.

To reproduce: Define an effect sound as described below, or try the firespitter mods propeller engines.

Probable cause: Sounds are pulled from the wrong folder on mac

Versions: At least 0.18 to 0.19.1

In my firespitter mod I have custom engine sounds defined for propeller engines. I have gotten several reports from Mac users about the sounds not working.

I didn't know if it was an issue with the sound files themselves, or a scripting error in the official code. Turns out it was the latter, as one of the users found a workaround.

The sounds are defined:

```
// --- Sound FX definition ---
```

```
sound_fsmustangstart.wav = engage  
sound_fsmustang.wav = power  
sound_explosion_low = flameout
```

the engage and power sounds are placed in the ksp/sounds folder. but unlike the flameout sound, which is an official sound, and probably handled differently, they do not play.

The workaround is to place the sounds inside a sounds folder in the part folder for each part. Seems there is an issue with how you handle file paths in the cfg parser or sound loading code.

If you want to test this bug on your own, the firespitter mod is on spaceport. Try any of the engines.

I don't have a mac myself, but I can confirm it works fine on linux and windows.

#### History

##### #1 - 04/28/2015 03:48 AM - RexKramer

- Status changed from New to Need More Info

Unfortunately, this is not the ideal place to report issues with mods, better results will likely be obtained with the mod creator.

With that said, this one dates back to 0.19. Is the issue still present, or at least requiring the workaround described above?

Marking need more info. If this issue is no longer present, please mark resolved.

##### #2 - 04/28/2015 01:37 PM - Snjo

The whole system was changed after that, removing this bug in favor of sounds not working on any platform, but workarounds are known. You can close the issue

##### #3 - 04/28/2015 04:36 PM - RexKramer

- Status changed from Need More Info to Resolved

- % Done changed from 0 to 100

**#4 - 07/17/2016 09:17 AM - TriggerAu**

- Status changed from Resolved to Closed