

Kerbal Space Program - Bug #9612

Background music sounds much worse than in prior versions probably due to over-compression

04/29/2016 11:31 PM - Sethur2

Status:	Closed	Start date:	04/29/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Audio		
Target version:			
Version:	1.1.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Version:

KSP 1.1.1 Windows 32bit and 64bit

Reproduce:

- Start KPS
- Listen to theme song or any other background music

Issue:

All background music tracks sound like they have been heavily compressed (something in the range of ≤ 64 kbps) on a lossy codec. This is particularly noticeable in the theme song which sounds artifacted and washed out, especially when directly compared to 1.0.5. My suspicion is that this is not only true for the background music but also for all other audio used in KSP, but due to the shortness of the samples it's hard to hear/prove.

This has been reported for the theme song only at: <http://bugs.kerbalspaceprogram.com/issues/7856>

Since the issue is definitely true for all background audio and still persists in 1.1.1, I thought it might help to report it again in the main tracker.

History

#1 - 04/29/2016 11:33 PM - Sethur2

KPS = KSP

#2 - 05/03/2016 08:35 PM - Sethur2

Still present in 1.1.2.

#4 - 07/08/2016 08:23 PM - mjn

Still notice this in KSP 1.1.3 on Windows.

#5 - 07/17/2016 11:19 AM - TriggerAu

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#6 - 07/17/2016 02:52 PM - harryyoung

I do no longer hear the overcompression. If you do I suggest doing a full redownload of the game to make sure you eliminated the corrupt file.

#7 - 07/18/2016 10:21 AM - sal_vager

- Status changed from Confirmed to Resolved

- % Done changed from 10 to 100

Then I'll mark this as resolved, thanks :)

#8 - 10/13/2016 11:17 AM - TriggerAu

- Status changed from Resolved to Closed