

Kerbal Space Program - Bug #10101

"Cannot play a disabled audio source"

07/09/2016 08:13 AM - Azimech

Status:	Updated	Start date:	07/09/2016
Severity:	Low	% Done:	10%
Assignee:			
Category:	Audio		
Target version:			
Version:	1.1.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

The audio system has a bug since 1.1 preventing the ion engine to make any sound, custom sounds won't play as well.

Instructions: just build a standard ion engine setup and enable it, watch debug console.

History

#1 - 07/17/2016 11:20 AM - TriggerAu

- Status changed from New to Updated

- % Done changed from 0 to 10

Setting updated for confirmation during cleanup

#2 - 08/12/2016 04:11 PM - Azimech

Seems the bug exists on multiple windows x64 machines, I'm trying to find out if other platforms are affected as well.

Here's a log, the "Cannot play a disabled audio source" line can be found at the very bottom of the file.

<https://drive.google.com/file/d/0BwZHDx3K4Klub0RhSGIESIITMVE/view>