

## Kerbal Space Program - Bug #12461

### Engine sound is missing/mismatches fuel flow events.

09/27/2016 05:55 AM - snakeru

<b>Status:</b>	Confirmed	<b>Start date:</b>	09/27/2016
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Audio		
<b>Target version:</b>			
<b>Version:</b>	Not Applicable	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Build 01540 (today's).

Effect: vessel flies with no sound and/or unjustified sound.

Expected: engine sounds when on, stays silent when off.

#### HOW TO REPRODUCE:

- 1) Build any craft. I used Mk1 + FL-T400 + LV-T45
- 2) Launch the craft.
- 3) While the craft is flying right-click the fuel tank
- 4) Forbid fuel usage (green triangle) OR oxydizer usage.
- 5) Allow fuel usage (or oxydizer usage).

EFFECT: engine makes the 'SRB burned out' sound and then continues in silence.

Once I even managed to press X and then Z after the sequence above and then engine still did not do sounds. But I can not reproduce that anymore.

#### History

##### #1 - 06/09/2020 06:59 AM - RafaHdz

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Confirmed in latest build (2883). When fuel or oxidizer are cut off and then connected back, the engine fires up but there's no sound. Watch video for example.

Video:

[https://drive.google.com/file/d/1IBg0eOluMY6LIZvLjqGj5iWRi1\\_Xlq3v/view?usp=sharing](https://drive.google.com/file/d/1IBg0eOluMY6LIZvLjqGj5iWRi1_Xlq3v/view?usp=sharing)