Kerbal Space Program - Bug #12461

Engine sound is missing/mismatches fuel flow events.

09/27/2016 05:55 AM - snakeru

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

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/1IBg0eOIuMY6LIZvLjqGj5iWRi1_XIq3v/view?usp=sharing