

## Kerbal Space Program - Bug #16490

### Music no longer starts from the beginning of the track

11/09/2017 06:26 PM - McEckett

<b>Status:</b>	Closed	<b>Start date:</b>	11/09/2017
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Audio		
<b>Target version:</b>	1.4.3		
<b>Version:</b>	1.3.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

Whenever I go to either the Astronaut Complex, Administration, Mission control or R&D, any and all music that is played after I visited these are truncated from the start, even the chirpy birds ambiance (except the ones from these buildings, maybe they have a different file extension?). I mean, the music does not start from the beginning, but a few seconds after, then plays correctly. When the next track arrives, the same happens and the first part of the track is absent. It is especially annoying when in space with all the tracks starting mid-way.

Sometimes I don't even need to go to any buildings for the tracks to lack the beginning.

I searched and searched the Internet for any issue alike to find a fix and only found this lone person talking about it:

<https://steamcommunity.com/app/220200/discussions/0/620712999976643381/>

I remember this issue came when the new buildings were implemented, and it was one of the reasons I gradually stopped playing because it never got fixed.

I have no idea where this might come from. I got a new laptop and this one is entirely different from the former (which which I first observed this issue) and my new laptop has better hardware for everything EXCEPT my audio card that by coincidence is exactly the same (Realtek High Definition Audio). Drivers are up to date.

I thought version updates would fix this, but it remained. Do you have any records about Realtek causing issues ?

Steps to reproduce :

1 - launch the game and load a save

-> go to the Tracking Station and load something in space to listen to the relaxing soundtracks and observe everything works fine

2 - go to administration, astronaut complex, mission control or R&D

3 - switch back to anything where there is music (VAB, ship in orbit, menu...)

4 - observe that it now no longer starts from the beginning of the track

-> go back to administration, astronaut complex, mission control or R&D and observe that the music there is played correctly, from the start.

#### History

##### #1 - 11/09/2017 06:33 PM - McEckett

- File *persistent.loadmeta* added

- File *persistent.sfs* added

- Severity changed from *High* to *Normal*

Whenever I go to either the Astronaut Complex, Administration, Mission control or R&D, any and all music that is played after I visited these are truncated from the start, even the chirpy birds ambiance (except the ones from these buildings, maybe they have a different file extension?). I mean, the music does not start from the beginning, but a few seconds after, then plays correctly. When the next track arrives, the same happens and the first part of the track is absent. It is especially annoying when in space with all the tracks starting mid-way.

Sometimes I don't even need to go to any buildings for the tracks to lack the beginning.

I searched and searched the Internet for any issue alike to find a fix and only found this lone person talking about it:

<https://steamcommunity.com/app/220200/discussions/0/620712999976643381/>

I remember this issue came when the new buildings were implemented, and it was one of the reasons I gradually stopped playing because it never got fixed.

I have no idea where this might come from. I got a new laptop and this one is entirely different from the former (which which I first observed this issue)

and my new laptop has better hardware for everything EXCEPT my audio card that by coincidence is exactly the same (Realtek High Definition Audio). Drivers are up to date.

I thought version updates would fix this, but it remained. Are there any records about Realtek causing issues ?

#### Steps to reproduce :

- 1 - launch the game and load a save
- > go to the Tracking Station and load something in space to listen to the relaxing soundtracks and observe everything works fine
- 2 - go to administration, astronaut complex, mission control or R&D
- 3 - switch back to anything where there is music (VAB, ship in orbit, menu...)
- 4 - observe that it now no longer starts from the beginning of the track
- > go back to administration, astronaut complex, mission control or R&D and observe that the music there is played correctly, from the start.

#### #2 - 11/09/2017 06:36 PM - McEckett

- File deleted (persistent.loadmeta)

#### #3 - 11/09/2017 06:36 PM - McEckett

- File deleted (persistent.sfs)

#### #4 - 03/27/2018 03:19 PM - Squelch

- Status changed from New to Ready to Test
- Target version set to 1.4.1
- % Done changed from 0 to 80
- Expansion Core Game added

#### #5 - 03/30/2018 07:51 AM - Anth12

- Status changed from Ready to Test to Not Fixed
- % Done changed from 80 to 50

Steam 1.4.1

Steam 1.4.1 (MH)

Steam 1.4.2 (MH)

What seems to be fixed is music playing as the player exits from the sph/vab where the screen is blank.

What isnt fixed is that the tracks in the VAB/SPH/Tracking station/In space/ landed on a planet are not starting the music track from the start most of the time.

Going from the space center and back to the tracking station and then back to the tracking station again and again seems to indicate that the track is running in the tracking station is running even if when in the space center.

Looks to be 2 issues.

1. some music tracks are running off the same place in time in the track. so 1 track is running and the player exits from the tracking when it hits 20seconds into the track, The next scene continues from the 20seconds on a completely different track.
2. When landed on minus the music plays from a point other than the beginning. Finishes and then starts the new track also not in the beginning. possibly from the timestamp point that the scene loaded on.

#### #7 - 04/03/2018 10:57 AM - Squelch

- Status changed from Not Fixed to Investigating
- % Done changed from 50 to 20

#### #8 - 04/17/2018 02:34 PM - Squelch

- Status changed from Investigating to Being Worked On
- % Done changed from 20 to 30

#### #9 - 04/26/2018 10:21 PM - Squelch

- Status changed from Being Worked On to Ready to Test
- Target version changed from 1.4.1 to 1.4.3
- % Done changed from 30 to 80

Music should play correctly from the beginning of the track on each scene switch now.

**#10 - 04/28/2018 07:22 AM - Anth12**

Waiting on GOG for a 1.4.3 core game to be able to confirm anything here.

Note: Initial testing shows that tracks are starting from the beginning however the music is stopping when going to the pause menu, and the settings menu in the main menu and the music track is starting from the beginning each time coming out of the pause menu, or choosing another track

**#11 - 04/28/2018 07:37 AM - Anth12**

Note...Im trying to use my steam KSP+MH to test for MH issues and my GOG KSP for core game only

**#12 - 05/05/2018 07:50 PM - Anth12**

- Status changed from Ready to Test to Needs Clarification

- % Done changed from 80 to 0

GOG 1.4.3 (core game only)

Squelch The music is now starting from the beginning of the track, now there are new issues

1. When in the main menu and clicking on settings the music stops even when going back to the main menu but starts again when starting/resuming the game
2. Whenever the game is paused where there is music on a regular basis like space the music stops, and then unpaused the game will start another track from the beginning.

Technically this is resolved but I suspect that the new issues are related to trying to fix this bug.

**#13 - 08/09/2019 10:21 PM - chris.fulton**

- Status changed from Needs Clarification to Resolved

- % Done changed from 0 to 100

**#14 - 08/09/2019 10:21 PM - chris.fulton**

- Status changed from Resolved to Closed

Closing, QA has not been able to reproduce this issue for some time and in effort of the database cleanup that is underway this bug is being closed.

**Files**

---

persistent.loadmeta	260 Bytes	11/09/2017	McEckett
persistent.sfs	93.6 KB	11/09/2017	McEckett