

## Kerbal Space Program - Bug #17851

### Music is missing in some KSC buildings

03/07/2018 04:52 PM - MechBFP

<b>Status:</b>	Closed	<b>Start date:</b>	03/07/2018
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Audio		
<b>Target version:</b>	1.4.1		
<b>Version:</b>	1.4.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

Music doesn't play while in the Admin, Astronaut, Mission Control, or Research buildings.

The music plays briefly (about 0.5 seconds) when exiting these areas.

No known work around.

#### History

##### #1 - 03/07/2018 07:01 PM - Nebbie

- Status changed from New to Confirmed
- % Done changed from 0 to 10
- Platform Linux added

Getting the same on Linux.

##### #2 - 03/12/2018 06:19 PM - Squelch

- Status changed from Confirmed to Being Worked On
- % Done changed from 10 to 30

##### #3 - 03/14/2018 09:58 PM - Squelch

- Status changed from Being Worked On to Ready to Test
- Target version set to 1.4.1
- % Done changed from 30 to 80
- Expansion Core Game added

##### #4 - 03/17/2018 08:01 PM - Nebbie

Appears to be working in 1.4.1.

##### #5 - 03/29/2018 06:45 PM - Nebbie

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

Tested a little more thoroughly now, every building has music, R&D center just takes a bit to start playing it.

##### #6 - 10/15/2018 07:03 PM - joshua.collins

- Status changed from Resolved to Closed