

Kerbal Space Program - Bug #19081

Engine audio cuts out on some engines after loss of fuel - not restored when fuel restored

05/26/2018 09:05 AM - jclovis3

Status:	New	Start date:	05/26/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Audio		
Target version:			
Version:	1.4.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I noticed this with the Nerv engines, but also found it to be the case with Wolfhound. The spark engine seems to be consistent all the time, so I'm not sure if this is something that needs to be fixed on each engine, or just on certain categories of engines.

In the tests cases below, you'll see that when fuel runs out, and the decouplers do not pass fuel, the engine cuts off, which is to be expected. But upon adding fuel to the tanks they draw from, the engines are virtually silent. Sometimes when starting up on low fuel, they may be quiet as well. On the other hand, when they start with at least 30 units of fuel and get their audio back, the audio continues all the way up until they are empty again.

The test on the Wolfhound proved a little different because at full throttle, it still drains faster than a transfer into those tanks. I show that at very low throttle, the transfer is fast enough to keep filling, and the audio still cuts out when empty and isn't restored when fuel is. You have to stop the engines, wait for more fuel, and then start back up before you hear it.

The spark proved to be the only one in the three I tested that work as expected. The audio is consistent in all situations.

Nerv Audio Test: <https://youtu.be/0lCftL2gJf8>
Wolfhound Audio Test: <https://youtu.be/U20M66li7zE>
Spark Audio Test: <https://youtu.be/OhR3Gff1YgA>