

## Kerbal Space Program - Bug #22243

### Stereo separation broken in map view

05/13/2019 08:50 PM - Kasuha

<b>Status:</b>	New	<b>Start date:</b>	05/13/2019
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Audio		
<b>Target version:</b>			
<b>Version:</b>	1.7.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game, Making History		

#### Description

Reproduction steps:

Load attached quicksave. Enter Map view. Start a burn. Notice the engine sound can be only heard in one headphone channel. When rotating the view, the sound switches between left only and right only depending on direction how the map view is rotated. The effect remains even after switching to other bodies (e.g. Mun).

This may not apply to everyone but this is seriously causing me headaches when trying to play the game.

#### Files

quicksave.sfs

808 KB

05/13/2019

Kasuha