

Kerbal Space Program - Bug #23445

Engine sound volume doesn't fade with distance on non-active vessels

08/27/2019 09:38 PM - jrodriguez

Status:	Ready to Test	Start date:	08/27/2019
Severity:	Low	% Done:	80%
Assignee:	victorr		
Category:	Audio		
Target version:	1.9.0		
Version:	1.7.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		
Description			
Hi I'm a KSP modder. I have noticed an audio issue on latest KSP 1.7.3 (Maybe it was introduced in KSP 1.7.1-2 but definitely not happening in KSP 1.6.1)			
Engines sounds are not fading out from non active vessels with distance.			
Very easy to reproduce:			
Load two planes and take off from both, them just get some distance from one (2-3 km) and you will clearly hear the engines from both planes as if they were at 250 meters.			
The same was not happening in KSP 1.6.1			

History

#1 - 09/09/2019 05:32 AM - Anonymous

looks like a duplicate of [#23302](#)

#2 - 09/23/2019 09:11 AM - jrodriguez

k-ohara5a5a@oco.net wrote:

looks like a duplicate of [#23302](#)

Yes I think

k-ohara5a5a@oco.net wrote:

looks like a duplicate of [#23302](#)

Yes, it can be a duplicate. If dev team can confirm is a duplicate, please feel free to close it.

#3 - 10/17/2019 07:44 PM - victorr

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#6 - 10/21/2019 09:57 PM - victorr

- Assignee set to victorr

#7 - 02/15/2020 05:42 PM - victorr

- Status changed from Confirmed to Ready to Test

- Target version set to 1.9.0

- % Done changed from 10 to 80

We have made changes in this last release and would like your feedback please.

#8 - 02/17/2020 12:02 AM - jrodriguez

victorr wrote:

We have made changes in this last release and would like your feedback please.

Hi! I can confirm that the issue has been fixed in release 1.9.0. Thank you very much :)