

## Kerbal Space Program - Feedback #27280

### Add sonic boom when breaking sound barrier

02/14/2021 07:13 PM - jukkamuhonen@hotmail.com

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Audio		
<b>Target version:</b>			
<b>Version:</b>	1.11.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

this could be awesome.

#### History

##### #1 - 12/05/2021 07:00 AM - ElectroLlama

Technically, the pilot wouldn't hear a sonic boom; only a stationary observer would hear it as the craft flies by. I don't think this would be relevant to KSP, since the camera follows the craft.