

Kerbal Space Program - Bug #28030

1.12 some engine sound effects are playing when they shouldn't

06/24/2021 10:29 PM - jimmymcgoochie

Status:	Confirmed	Start date:	06/24/2021
Severity:	Low	% Done:	10%
Assignee:			
Category:	Sound FX		
Target version:			
Version:	Not Applicable	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game, Making History		

Description

Just downloaded KSP 1.12 and noticed that a few engines have sound FX issues:

- *Switch the engine on via staging or PAW and their "burning" sound effects will play even if they're not actually running at all;
- *Throttle up and the sound effects change as normal, but kill the throttle with X and the SFX keep playing at the throttle level it was at before pressing X;
- *Shut down the engine via PAW and the shutdown sound effect plays but gets cut off after ~0.1 seconds(?), this stops the running sound FX too but reactivating the engine will restart the running SFX.

Engines affected: Mainsail, Dart, Mastodon, Terrier, Bobcat, Thud, Nerv, Cheetah, Reliant, Swivel, Poodle, Kodiak, Skipper.

History

#1 - 06/24/2021 11:03 PM - just_jim

- Status changed from New to Confirmed

- % Done changed from 0 to 10