

## Kerbal Space Program - Bug #28080

### Music and Sound Effect problems: Engine Sounds Not Playing After Entering a New Save, Crash, or returning to the Space Center and more

06/27/2021 01:49 PM - Dr.Kerbal

<b>Status:</b>	New	<b>Start date:</b>	06/27/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Sound FX		
<b>Target version:</b>			
<b>Version:</b>	1.12.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

There are a lot of bugs with the sound and sound effects. Engines no longer make sounds when you load a quicksave, when you return when the game had crash, and when you return to the Space Center and start a new flight. The music becomes louder when the engine sounds are "off" and the settings to toggle the volume of the music will not change the volume or bring back the engine sounds. Explosions sounds are quieter and cannot be toggle by volume.

#### History

##### #1 - 06/27/2021 01:51 PM - Dr.Kerbal

This can be replicated a video link will be provided soon.

##### #2 - 07/03/2021 07:56 PM - immolated

Confirmed

##### #3 - 03/20/2022 08:51 PM - RayleighJones

There are threads all over Steam, Reddit and forums for these engine sound bugs, it's frankly annoying that it hasn't been addressed. Is there any dev reading this platform?