

Kerbal Space Program - Bug #3952

Engine sound volume is inconsistent in map view

01/08/2015 09:54 PM - achurch

Status:	Updated	Start date:	01/08/2015
Severity:	Low	% Done:	10%
Assignee:			
Category:	Audio		
Target version:			
Version:	0.90	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Version: 0.90.0.0 beta (build id = 00705), Linux 64-bit
Mods: none (never modded)

In map view, when a ship's engines are running, the volume of the engine sound effect varies in a manner that has no relation to the current engine thrust or ship position.

To reproduce:

1. Start a new Sandbox game.
2. Click on the launchpad and select the Kerbal X ship to launch.
3. Press T to enable SAS and Z to set the throttle to 100%.
4. Press the spacebar twice to launch the ship.
5. Press the spacebar to separate each pair of boosters as they run out of fuel (at around T+14, T+31, and T+52 seconds).
6. Press M to switch to map view after the last pair of boosters has been separated.
7. Listen to the engine volume over a period of time.

Expected behavior: The engine sound remains constant.

Observed behavior: The engine sound slowly decreases in volume, then after 20-25 seconds, it suddenly returns to full volume before starting to decrease in volume again.

History

#1 - 07/17/2016 09:27 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 07/20/2016 10:51 AM - achurch

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

Still present in 1.1.3, though when following the listed steps, the time before the engine sound jumps to full volume in map view is shorter (around 10 seconds).