

# Kerbal Space Program - Bug #9722

## Music stopped at KSC

05/12/2016 08:52 PM - gamerprogrammer

<b>Status:</b>	Needs Clarification	<b>Start date:</b>	05/12/2016
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Audio		
<b>Target version:</b>			
<b>Version:</b>	1.1.2	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

Last my steps (they can vary):

1. Launch KSP
2. Open saved game
3. Go to Astronaut Complex
4. Move mouse down to show dock
5. Select Safari
6. Google for "Astronaut Complex"
7. Music stopped (that with birds' sounds)
8. Switch back to KSP
9. Music is still stopped
10. Open settings
11. Change music volume
12. Accept
13. Music is still stopped
14. Reload save
15. Music is back

Expected result:

7. Music doesn't stop

Reproduction: constantly and maybe not only at KSC, and maybe with other steps

Environment:

KSP: 1.1.2 (Unix) - Unity: 5.2.4f1 - OS: Mac OS X 10.11.4

Filter Extensions - 2.5

USI Tools - 0.7.2.1

B9 Part Switch - 1.0.1

Community Resource Pack - 0.5.1

Firespitter - 7.2.1

Interstellar Fuel Switch - 1.27

RasterPropMonitor - 0.25.1

KAS - 0.5.6.7

KIS - 1.2.7.6

KSP-AVC Plugin - 1.1.6.1

Kerbal Joint Reinforcement - 3.1.6

HyperEdit - 1.5

NearFutureConstruction - 0.6

NearFutureElectrical - 0.7

NearFuturePropulsion - 0.7

NearFutureSolar - 0.6

NearFutureSpacecraft - 0.4.4

Kerbal Planetary Base Systems - 1.0.9

Procedural Parts - 1.2

DeepFreeze Continued... - 0.22.1

RCS Sounds - 5.0

SCANSat - 1.1.6  
Interstellar Fuel Switch - 1.23  
SpaceY Expanded - 1.1.8  
SpaceY Lifters - 1.12.2  
Kerbal Alarm Clock - 3.6.1  
TweakScale - 2.2.7.2  
USI Core - 0.2.2.1  
USI Exploration Pack - 0.5.2.1  
Karbonite - 0.7.2.1  
Karbonite Plus - 0.6.2.1  
Karibou - 0.2.2.1  
Kolonization Core - 0.2.2.1  
USI-LS - 0.4.2.1  
USI Survivability Pack - 0.5.2.1  
UKS - 0.40.2.1  
USI Alcubierre Drive - 0.4.2.1  
KSP Interstellar Extended - 1.8.12

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## History

### #1 - 05/13/2016 08:17 PM - doggonemess

I have had some strange quirks with the music, too. I notice that after some amount of time, the birds usually stop chirping at KSC. I have also noticed that the music from the science screen will sometimes continue in the KSC screen.

### #2 - 07/17/2016 09:56 AM - TriggerAu

- Status changed from New to Needs Clarification