


Atmospheric Sound Enhancement

Mods

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Adds the effects of the density, temperature and relative speed of the atmosphere to craft sounds. When breaking the sound barrier, muffled sounds (or optionally no sounds) will be heard when the camera is outside of the shock cone. When passing through the cone, you can hear the shockwave. When leaving the atmosphere, the sound gradually fades to muffled (or optionally nothing) in vacuum. Internally, sounds can always be heard but are muffled. The stock game's condensation effects are now visible when travelling at transonic velocities. The plasma re-entry effects are visible when travelling at hypersonic velocities, regardless of altitude.

Source included, also available on [GitHub](#).

Currently engines using the new effects system (RAPIER, engines from the ARM Pack and the HotRockets, CoolRockets and SmokeScreen mods) are unsupported, though this may be fixed in a future version.

For the latest update news, check the [forum page](#).

About Project


Project ID221011


Created[Jun 3, 2014](#)

Updated[May 5, 2015](#)


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_ForgeUser20147693 ▾

Posted [May 5, 2015](#) #6

i felt like looking at mods so i went to curseforge for ksp. i saw this mod (that I've had for a long time) so i felt like visiting. then i see "AtmosphericSoundEnhancementv2.2.zip 13 mins ago" "13 MINS AGO"


Now its time to leave and play ksp!

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_ForgeUser16593425 ▾

Posted [Aug 19, 2014](#) #5


can you update it

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Posted [Aug 16, 2014](#) #4

wait a minute aww smoke screen and hot rockets aren't supported well i'll be waiting for it still downloading though

Last edited by _ForgeUser16161371: [Aug 16, 2014](#)


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Posted [Aug 16, 2014](#) #3


OH MAH GAWD ITS BUDIFUW!!! :DDDDDD

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Posted [Jun 29, 2014](#) #2


I do not get the "Sonic Boom" Effect.

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Posted [Jun 27, 2014](#) #1


yay first

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