

Doomsday Engine - Feature #1320

Changing the FMOD player to something

2004-01-06 21:56 - xtense

Status: Closed	Start date: 2004-01-06
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description The playback of mods (which are suggested to use :)) is messy. While playing XM`s some instruments are totally silent, some are somewhat badly played. When converted to IT, they are "good", but some notes aren`t played. While playing them converted to MP3 (desperate ;)), they`re lacking dynamics (read as: Very fast Silent-Sound-Silent-Sound-Silent ;)). Didn`t tried in WAV though, but i`m ain`t gonna lose 60 Megs for one stupid melody! :) . I suggest changing the player for something more eatable, like... i don`t know :) I still sit in Cubic, Inertia, FastTracker 2, Impulse tracker - all for Dos ;) . Shortly: FMOD BAD! GET OTHER! Labels: Sound	

History

#1 - 2004-02-18 09:01 - tolwyn

Logged In: YES
user_id=616016

I've never noticed a problem with FMOD. There is a new release that has some bug fixes? Maybe SkyJake can look at the new release for the next snapshot and/or official release?

#2 - 2004-02-18 09:24 - xtense

Logged In: YES
user_id=945272

Well, if there is a new version, surely I`ll go testing it. This is, well, annoying - hard to make a good sound/music pack ;)

#3 - 2012-10-22 07:25 - xtense

Logged In: YES
user_id=945272

Quick update - the newest version of FMOD (3.71) seems to play fine those MOD`s - if the project is using the older one, I suggest updating it.

These are the MODs that I have been using for tests (they are free, but copyrighted! ;)) :

Tawan - Waiting for you:
http://www.mxp.w3.pl/w/waiting_for_you.zip

Stranglehold: <http://www.mxp.w3.pl/s/stranglehold.zip>