

Doomsday Engine - Feature #1432

OPL emu ala ZDoom

2006-11-03 07:44 - o190

Status: Closed	Start date: 2006-11-03
Priority: Normal	% Done: 0%
Assignee:	
Category: 3rd party compatibility	
Target version:	

Description

I've always had a problem with Doom ports using the OS' MIDI synth for music, as the original game used the OPL FM synth found in SoundBlaster and Adlib soundcards. ZDoom has an OPL emulation option for music, so I think it would be cool to include it here too for us Linux and Mac users.

History

#1 - 2013-10-22 08:26 - skyjake

- Tags set to Music
- Category set to 3rd party compatibility
- Status changed from New to Closed

Closing as obsolete, since one can now use fluidsynth with a suitable soundfont to produce similar end result on Linux and OS X.

#2 - 2014-07-21 08:02 - skyjake

- Tags changed from Music to Music, ZDoom