

Doomsday Engine - Feature #1437

OpenAL support

2007-02-11 06:18 - angelgraves13

Status: Closed	Start date: 2007-02-11
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description Seeing as how DirectSound is gone in Windows Vista, in order to maintain EAX in Doomsday, OpenAL seems like the light at the end of the tunnel. OpenAL works on multiple platforms too!	
Labels: Sound	

History

#1 - 2007-05-17 20:04 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

openal is supported - oddly not working for me right now - but we have had it since at least 1.8.6