

## Doomsday Engine - Feature #1464

### Stereo sound support

2008-07-03 16:53 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2008-07-03
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> As the summary suggests.  I know it is probably a big thing to code in and the original games sound effects wouldn't gain anything from it, but it could be very useful for mod's. In particular sounds for ambience purposes.  <b>Labels:</b> Sound	

### History

#1 - 2008-07-11 15:46 - danij

Closing as duplicate.