

Doomsday Engine - Feature #1561

Send MIDI data to external GM synth

2012-06-14 07:40 - amanojyakux

Status: Rejected	Start date: 2012-06-14
Priority: Lowest	% Done: 0%
Assignee:	
Category: 3rd party compatibility	
Target version:	
Description I realize that this quite possible a low priority feature, but I would love to have the possibility to let the music be played by external hardware. Soundfonts are nice, but the music of Doom was originally composed on a Roland Sound Canvas device and it would be a really nice touch to let owners of this hardware experience the music on the real thing.	
Labels: Sound	

History

#1 - 2012-07-27 19:30 - amanojyakux

One thing to add. While on other OS it is possible to solve this issue externally (for example on Windows XP using the midi mapper), on current OS X versions there is no way to do this AFAIK. Either the midi data is send OS X coremidi or it is not, using coreaudio the midi files are always being played by the internal soft synth.

#2 - 2013-10-18 21:16 - skyjake

- Tags set to Music

- Subject changed from Possibility to send Midi data to external GM synth to Send MIDI data to external GM synth

- Category set to 3rd party compatibility

#3 - 2013-10-18 21:16 - skyjake

- Priority changed from Normal to Lowest

#4 - 2019-11-29 12:52 - skyjake

- Status changed from New to Rejected