

## Doomsday Engine - Feature #1562

### Use of native soundbank support in OS X

2012-06-16 20:24 - amanojyakux

<b>Status:</b> Closed	<b>Start date:</b> 2012-06-16
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> I have read a lot about the plans of incorporating fluidsynth into Doomsday. This is great, but did you know that there is already additional soundbank support in OS X? You can place a soundbank in SF2 or DLS Format under ~/Library/ Audio/Sounds/Banks/ or /Library/Audio/Sounds/Banks/ I have no experience with this, but according to the developer of the Dosbox-Fork Boxer, it works great as long the App tells coreaudio to use it.	
<b>Labels:</b> Sound	

#### History

##### #1 - 2012-07-13 21:14 - amanojyakux

I did not know that you can change the soundbank using a console command, so there is no need for this request anymore.