Doomsday Engine - Feature #1676

FluidSynth for Windows

2013-12-05 17:26 - sonicdoommario

Status:	Closed		**Start date:**	2013-12-05
Priority:	High		**% Done:**	100%
Assignee:	skyjake			
Category:	3rd party compatibility			
Target version:	2.1 (Late 2018)			

Description

Just wanted to get this into the tracker, as right now there is no support for .sf2 soundfonts in Windows builds of Doomsday.

Associated revisions

Revision 92da805c - 2018-12-06 17:33 - skyjake

Windows|Audio: Deploy 32-bit FluidSynth dependencies

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Revision 2564e925 - 2018-12-08 09:09 - skyjake

Windows|Audio: Deploy 32-bit FluidSynth dependencies

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History

#1 - 2013-12-05 18:09 - skyjake

- Tags set to Music, Audio, Windows

- Category set to 3rd party compatibility

- Priority changed from Normal to High

#2 - 2018-11-20 15:46 - skyjake

- Subject changed from FluidSynth for Windows to FluidSynth for Windows (64-bit)

- Status changed from New to Closed

- Assignee set to skyjake

- Target version set to 2.1 (Late 2018)

- % Done changed from 0 to 100

#3 - 2018-12-06 15:57 - skyjake

- Subject changed from FluidSynth for Windows (64-bit) to FluidSynth for Windows