

## Doomsday Engine - Bug #1690

### [Windows] OpenAL sound plugin not being found

2013-12-26 11:10 - vermil

<b>Status:</b>	Closed	<b>Start date:</b>	2013-12-26
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Regression		
<b>Target version:</b>	1.13		
<b>Description</b>			
Long standing issue, at least on Windows, is that during startup, Dday is reporting that it is unable to locate the OpenAL sound plugin.			

#### History

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##### #1 - 2013-12-26 22:15 - skyjake

- Tags set to *Windows, OpenAL, Audio*
- Subject changed from *OpenAL sound plugin not being found* to *[Windows] OpenAL sound plugin not being found*
- Status changed from *New* to *In Progress*
- Assignee set to *skyjake*
- Target version set to *1.13*

[85a37c89](#) will hopefully fix this.

##### #2 - 2013-12-29 19:35 - skyjake

- Status changed from *In Progress* to *Closed*
- % Done changed from *0* to *100*