

Doomsday Engine - Bug #289

Win32: External Libraries Need Updating

2006-05-31 20:20 - skyjake

Status: Closed	Start date: 2006-05-31
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta4	
Description - FMOD v3.75 - SDL - unified-EAX dll	

History

#1 - 2006-06-01 15:40 - yagisan

Logged In: YES
user_id=1248824

Should we really be updating local copies of these ?

#2 - 2006-07-28 00:50 - yagisan

Logged In: YES
user_id=1248824

Just a quck update on this. Using the cmake system, SDL, SDL_mixer, SDL_net, zlib, openal, and libpng all use external (not in tree) versions of those libs. FMOD and EAX are not used at all in the cmake system (Ther appear to duplicate SDL_mixer and OpenAL functionality so I did not add support for them)

We can probably close this one the cmake system is working well.

#3 - 2008-01-04 20:42 - danij

Logged In: YES
user_id=849456
Originator: NO

Completed ready for 1.9.0-beta6