

## Ryzom - Feature # 101

<b>Status:</b>	Closed	<b>Priority:</b>	Low
<b>Author:</b>	kaetemi	<b>Category:</b>	NeL: General
<b>Created:</b>	09/13/2008	<b>Assignee:</b>	kaetemi
<b>Updated:</b>	09/30/2010	<b>Due date:</b>	
<b>Subject:</b>	Replace EAX with EFX		
<b>Description</b>			
<p>Replace all the EAX stuff with the newer EFX stuff in the OpenAL driver.</p> <p>This will remove the eax2.0 (eax.dll) and alut (alut.dll) dependencies, but might add efx-util (static, and already in external library package anyways) as a dependency under windows (for converting some old EAX params to EFX params).</p> <p><a href="http://connect.creativelabs.com/developer/Wiki/Introduction%20to%20EFX.aspx">http://connect.creativelabs.com/developer/Wiki/Introduction%20to%20EFX.aspx</a></p>			

### History

#### #1 - 09/25/2008 11:56 am - kaetemi

- % Done changed from 0 to 50
- Estimated time set to 40.00

#### #2 - 10/06/2008 06:47 am - kaetemi

- Category changed from Sound to Sound Lowlevel
- % Done changed from 50 to 60

#### #3 - 11/03/2008 04:54 pm - kaetemi

- Status changed from Assigned to Closed
- % Done changed from 60 to 100

Change of planning.

Replaced by #99 (buffer streaming, music)

Replaced by #132 (manual rolloff for openal)

Replaced by #100 (multi channel buffers)

Replaced by #167 (occlusion and obstruction)

#### #4 - 05/11/2009 07:53 pm - sfb

- Target version set to Version 0.7.0

Setting the target version appropriately.

#### #5 - 09/29/2010 09:11 pm - kervala

- Project changed from NeL to Ryzom
- Category deleted (Sound Lowlevel)
- Target version deleted (Version 0.7.0)

#### #6 - 09/30/2010 11:30 am - kervala

- Category set to NeL: General
- Target version set to Version 0.7.0

