

## Ryzom - Feature # 1412

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	sfb	<b>Category:</b>	Build
<b>Created:</b>	12/14/2011	<b>Assignee:</b>	sfb
<b>Updated:</b>	12/19/2011	<b>Due date:</b>	
<b>Subject:</b>	Add sound tools to CMake build.		
<b>Description</b>	Add the various NeL sound tools to the CMake build: <ul style="list-style-type: none"><li>- build_samplebank</li><li>- build_sound</li><li>- build_soundbank</li><li>- source_sounds_builder</li></ul>		

### History

#### #1 - 12/14/2011 09:54 pm - sfb

I skipped the *source\_sounds\_builder* tool since it is very out of date and API-incompatible with NLSOUND. This means that it went out of compatibility with NeL many many years ago. This is probably just dead weight right now. It also appears to be largely duplicated by *georges\_plugin\_sound* in functionality.

#### #2 - 12/14/2011 09:55 pm - sfb

- Status changed from Assigned to Resolved
- % Done changed from 0 to 100

Applied in changeset commit:4381591772f0.

#### #3 - 12/14/2011 09:55 pm - sfb

Applied in changeset commit:5896ec1540cd.

#### #4 - 12/19/2011 03:02 pm - sfb

- Status changed from Resolved to Closed