

## Ryzom - Bug # 17

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	kaetemi	<b>Category:</b>	NeL: General
<b>Created:</b>	09/03/2008	<b>Assignee:</b>	kaetemi
<b>Updated:</b>	09/30/2010	<b>Due date:</b>	
<b>Subject:</b>	Cannot link multiple static sound drivers		
<b>Description</b>	Selecting between different static sound drivers is not yet implemented.		

### History

#### #1 - 09/03/2008 09:19 am - kerval

- Target version set to Version 0.7.0

kaetemi wrote:

| *Selecting between different static sound drivers is not yet implemented.*

I'm not sure it should be a good idea to propose several static sound drivers at once.

Or perhaps should we change the way static drivers are registered.

#### #2 - 09/03/2008 12:00 pm - kaetemi

Well, you can already statically link multiple 3d drivers, so it sounds pretty logic to have the same for sound ;)

#### #3 - 09/14/2008 09:50 pm - kaetemi

- Status changed from New to Resolved

- % Done changed from 0 to 100

Applied in changeset r279.

#### #4 - 09/14/2008 09:57 pm - kaetemi

- Status changed from Resolved to Closed

**NLSOUND now links multiple static drivers, similarly to static NL3D drivers.**

*Don't forget to add all available drivers as dependency to your application.*

#### Required libraries:

*fmodvc.lib openal32.lib dsound.lib x3daudio.lib ogg\_static.lib vorbis\_static.lib vorbisfile\_static.lib*

FMod: *fmodvc.lib*

OpenAl: *openal32.lib*

DSound: *dsound.lib*

XAudio2: *x3daudio.lib*

To disable a driver's availability, see `sound_driver.cpp` in `sound_lowlevel`

**#5 - 09/29/2010 09:04 pm - kerval**

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

**#6 - 09/30/2010 09:12 am - kerval**

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