

## Ryzom - Bug # 709

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	kervalva	<b>Category:</b>	NeL: General
<b>Created:</b>	09/14/2009	<b>Assignee:</b>	kervalva
<b>Updated:</b>	09/30/2010	<b>Due date:</b>	
<b>Subject:</b>	DirectSound driver doesn't compile anymore with recent DirectX SDK		
<b>Description</b>			
<p>Since march 2009 DirectX SDK, DirectSound driver doesn't compile anymore.</p> <p>In NeL, we fixed the minimum requirement to Windows 2000 and DirectX SDK set the DirectSound version using that value. It is said that Windows 2000 is using DirectSound 7.0 and so it doesn't find all specific DirectSound 8.0 functions and macros.</p>			

### History

#### #1 - 09/14/2009 02:55 pm - kervalva

- Status changed from *New* to *Validated*

#### #2 - 09/14/2009 02:55 pm - kervalva

- Category set to *Sound*
- Status changed from *Validated* to *Assigned*
- Assignee set to *kervalva*
- Target version set to *Version 0.7.0*

#### #3 - 09/14/2009 03:00 pm - kervalva

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

Applied in changeset r1735.

#### #4 - 09/30/2009 04:08 pm - sfb

- Status changed from *Resolved* to *Closed*

Verified that this fix continues to build on older versions of the SDK.

#### #5 - 09/29/2010 09:45 pm - kervalva

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

#### #6 - 09/30/2010 03:37 pm - kervalva

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