

Re: idsoftware games

Source: <http://linux.derkeiler.com/Mailing-Lists/Debian/2006-09/msg02905.html>

- *From:* Sven Arvidsson <sa@xxxxxxx>
 - *Date:* Fri, 29 Sep 2006 23:08:30 +0200
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On Fri, 2006-09-29 at 11:04 -0700, Alan Ianson wrote:

I am trying to get sound working with quake 3 / doom 3 / RTCW from idsoftware. I don't have a sound card in this box. I just use whatever it is on the MB and it has always worked well enough to make me happy.

It looks like I am going to have to get a sound card to get sound working with these games. Anyone have these games working, can you tell me what kind of sound card you use and if you are happy with it?

Isn't there any useful error messages if you start these games from a terminal?

You might want to try ioquake3, this is the free version build from id software's GPL code. Among other things are these sound related features:

- * OpenAL is now used for sound. Surround sound supported.
- * SDL being used for input, OpenGL context management, and sound.

If you can get sound in SDL apps now, I would guess it would work with ioquake3 too. <http://www.icculus.org/quake3/>

There is a link to some Debian packages here: <http://bugs.debian.org/cgi-bin/bugreport.cgi?bug=337937>

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Cheers,
Sven Arvidsson
<http://www.whiz.se>
PGP Key ID 760BDD22

Attachment: [*signature.asc*](#)

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