

Re: idsoftware games

Source: <http://linux.derkeiler.com/Mailing-Lists/Debian/2006-09/msg02919.html>

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 - *Date:* Fri, 29 Sep 2006 15:02:20 -0700
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On Fri September 29 2006 02:08 pm, Sven Arvidsson wrote:

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

Thanks for that link. ioquake3 runs great here. I was pleasantly surprised to see x86_64 as well as spark (IIRC) binaries selectable for install.

Getting Quake 3 running on the amd64 is more than I had hoped for.. :)

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

I hope we'll see ioquake in the debian archive sometime soon.

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