

List of PC games that use DirectSound3D

Compiled by [I Drink Lava](#)

This is an up-to-date¹ list of all the video games that have ever used the deprecated [DirectSound3D](#) API for [3D positional audio](#) on PC. It has been sourced from several archived websites as well as my own testing. Click on the links for more info, including [footage of headphone HRTF in action](#). If you have any further questions, please ask on the 3D Game Audio server.

- Additional [hardware-accelerated extensions](#) are listed in (round brackets). Notes on DS3D implementation are listed in [square brackets].
 - The **DS3D Hardware Abstraction Layer (HAL)** was removed in Windows Vista, requiring the use of software like **Creative ALchemy** to restore 3D audio and EAX for soundcard owners.
- [DSOAL](#) is a software wrapper that wraps DS3D and EAX1-to-4 into **OpenAL Soft**, effectively [emulating hardware acceleration](#) and re-enabling up to 7.0 speaker support and B-Format Ambisonics without the need for a soundcard.
 - **Windows 10 users must register dsound.dll** by following [this guide](#).
 - **Aureal A3D 1.0** can be wrapped to DS3D with [Creative's a3dx5](#), [A3D-Live](#), or [A3D-ALchemy](#) (remove *a3dsnd.dll* to disable IndirectSound wrapper).
 - Different games may require different wrappers; usually **A3D-ALchemy with splash screen disabled** will prevent crashing on start-up.
 - **Aureal A3D 2.0** can be wrapped to DS3D with [Aureal's A2D wrapper](#).
 - Only feature besides HRTF is [volume attenuation behind walls](#).
 - [Sensaura GameCODA](#), [QSound QMixer](#), [IAS](#) & [I3DL2](#) do not have wrappers.
 - **FMOD** games with DirectSound3D extensions (e.g. *Far Cry 1*) are compatible as of v1.31. **You must "register" fmodex.dll by launching the game with Creative ALchemy first then placing DSOAL into the directory.**
 - Certain games that use other APIs like *Devil May Cry 4* (**DirectSound**) or *Mass Effect 2* (**Wwise**) can gain HRTF if Windows is set to Quad speakers or higher.
 - Games that use **DirectX 8** software extensions (e.g. *Fallout: New Vegas voice modulation effect*) are currently incompatible.
 - Games that have **inverted X, Y, or Z-axis positional audio** (e.g. *Grand Theft Auto: San Andreas*, *Urban Chaos*) can be fixed globally as of v1.4.
 - **Using DSOAL on servers with anti-cheat protection (VAC) may get you banned.**
 - **DSOAL is incompatible with Rapture3D, due to Rapture3D not supporting WASAPI.**
- [IndirectSound](#) is a software wrapper that wraps DS3D to **XAudio2**, enabling up to 7.1 speaker support without the need for a soundcard.
 - Does not emulate EAX effects, nor does it provide any headphone HRTF.
 - Will not work with [X3DAudio HRTF](#) wrapper as it only uses **XAudio2**.
 - Has better results with [HeSuVi than OpenAL Soft's 7.1 output](#).

¹ Last updated April 9th, 2025.

- Bundled in with some digital re-releases (*The Suffering*).
- Poor compatibility with a number of games.

A

Abomination: The Nemesis Project	(EAX1)
Advent Rising [OpenAL is DS3D wrapper]	(EAX3)
Adventure Pinball: Forgotten Island	
Age of Conan: Hyborian Adventure	
A.I.M. Artificial Intelligence Machine	
Alcatraz [citation needed]	
Alias	
Alien Nations	(EAX1)
Alien Swarm [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Alien Swarm: Reactive Drop [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Alien Vs Predator Classic 2000	(EAX1)
Allegiance	
Alpha Centauri	(EAX1)
Alpha Prime	
Allegiance	
American McGee's Alice	(A3D 1.0; EAX1; EAX2)
Amnesia: A Machine For Pigs [OpenAL is DS3D wrapper]	
Amnesia: The Dark Descent [OpenAL is DS3D wrapper]	
Anachronox	(A3D 2.0; EAX1)
Aperture Tag: The Paint Gun Testing Initiative [snd_legacy_surround "1", set 4.0 in-game]	
Aquanox	(EAX1; EAX2)
Aquanox 2	
Arma: Armed Assault [-dsound launch parameter]	(EAX2)
Arma: Cold War Assault [-dsound launch parameter]	(EAX2)
Armed Forces Corps [citation needed]	(EAX2; EAX4)
Arx Fatalis [does not use reverb in-game]	(EAX2)
Assassin's Creed	(EAX4)
Asteroids 3D	(IAS)
The Axe	(A3D 1.0)

B

B-17 Flying Fortress II: The Mighty Eighth	(A3D 2.0)
Baldur's Gate	(EAX1)
Baldur's Gate 2	(EAX1)
The Bard's Tale	
Batman: Arkham City [Wwise, but can work with DSOAL if Windows is set to 4 or more speakers]	
Batman: Arkham Origins [Wwise, but can work with DSOAL if Windows is set to 4 or more speakers]	
Batman Vengeance [DSOAL v1.1 only; crashes on some loading screens]	
Battlecruiser Millennium	
Battlefield 1942	
Battlefield Vietnam	(EAX2; EAX3)
The Battle for Middle Earth	(EAX3)
The Battle for Middle Earth 2	(EAX3)
The Battle for Middle Earth 2 AD The Rise of the Witch King	(EAX3)
Battle Isle: The Andosia War	
Battlestations: Midway [FMOD]	(EAX?)
Battlestrike: Force of Resistance [citation needed]	(EAX2; EAX4)

Battlestrike: Shadow of Stalingrad [citation needed] (EAX2; EAX4)
 Battlezone (A3D 1.0; EAX1)
 Battlezone 2: Combat Commander (A3D 1.0; EAX1)
 The Beginner's Guide [snd_legacy_surround "1", set in-game to 4 or more speakers]
 Beowulf
 Beyond Good & Evil
[Bionicle: The Game](#)
[Bionicle Heroes](#)
[Bionicle: The Legend of Mata Nui](#)
 Black and White
 Black and White: Creature Isle
[Black Mesa](#) [snd_legacy_surround "1", set in-game to 4 or more speakers]
 Blade of Darkness (EAX1)
[Blair Witch Volume 1: Rustin Parr](#)
[Blair Witch Volume II: The Legend of Coffin Rock](#)
[Blair Witch Volume III: The Elly Kedward Tale](#)
[Blood II: The Chosen](#) (A3D 1.0; EAX1)
[BloodRayne](#)
[BloodRayne 2](#)
[Borderlands](#) [Wwise, but can work with DSOAL if Windows is set to 4 or more speakers]
 Borderlands 2 [Wwise, but can work with DSOAL if Windows is set to 4 or more speakers]
 Borderlands: The Pre-Sequel [Wwise; citation needed]
 Boss Rally (IAS)
 BrainBread2 [snd_legacy_surround "1", set in-game to 4 or more speakers]
 Brian Lara International Cricket 2007
 Brother Bear [citation needed] (EAX1)
[Brothers in Arms: Earned in Blood](#) [OpenAL is DS3D wrapper] (EAX4)
[Brothers in Arms: Road to Hill 30](#) [OpenAL is DS3D wrapper] (EAX4)
 Bug Riders: The Race of Kings (A3D 1.0)
[Bumer: Sorvannye bashni](#)

C

Carmageddon: The Death Race 2000 (A3D 2.0; EAX2)
 Carnivores IceAge (A3D 2.0; EAX1)
 Carnivores 2 (A3D 2.0; EAX1)
 Carnivores: Cityscape (EAX1)
 Cars
[Call of Duty](#) (A3D 1.0; A3D 2.0; EAX1; EAX2; EAX3)
[Call of Duty 2](#) (A3D 1.0; A3D 2.0; EAX1; EAX2; EAX3)
[Call of Duty 4: Modern Warfare](#) [set in-game to 5.1]
[Call of Duty: United Offensive](#) (A3D 1.0; A3D 2.0; EAX1; EAX2; EAX3)
[Call of Juarez](#) [OpenAL API has broken 3D sound positioning] (EAX?)
 Catwoman
 Cellfactor Revolution
[Chameleon](#)
 Chernobyl Commando [citation needed]
 Chernobyl: Terrorist Attack [citation needed]
[Chernobyl Underground](#)
 Chrome (EAX?)
 Chrome SpecForce (EAX?)
[Chronicles of Riddick: Escape from Butcher Bay](#) (EAX4)
 City of Heroes
 City of Villains

Civilization: Call to Power	(IAS)
Civilization IV	(EAX2; EAX3; EAX4)
Civilization IV: Beyond the Sword	(EAX2; EAX3; EAX4)
Civilization IV: Warlords	(EAX2; EAX3; EAX4)
Civilization IV: Colonization	(EAX2; EAX3; EAX4)
Clive Barker's Undying	(A3D 1.0; EAX1)
Clusterball	(A3D 2.0)
Codename: Outbreak	(A3D 2.0)
Code of Honor: The French Foreign Legion [citation needed]	(EAX3)
Cold Fear [FMOD; set Windows to 5.1]	
Colin McRae Rally 3	
Colin McRae Rally 04	(EAX4)
Colin McRae Rally 2005	(EAX4)
Command & Conquer 3	
Command & Conquer: Generals	
Command & Conquer: Renegade	(A3D 1.0; EAX2)
Commandos Strike Force	(GameCODA)
Condemned: Criminal Origins	(EAX2; EAX4)
Conflict: Desert Storm	
Conflict: Desert Storm II	
Conflict: Global Terror / Global Storm	(EAX2)
Conflict: Vietnam	(EAX?)
CONSORTIUM [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Contract J.A.C.K.	
Corridors of Power	
Counter-Strike [WON CD version]	(A3D 2.0; EAX1)
Counter-Strike: Condition Zero [removed in 2013 update]	(A3D 2.0; EAX1)
Counter-Strike: Condition Zero Deleted Scenes [removed]	(A3D 2.0; EAX1)
Counter-Strike: Global Offensive [removed sometime in 2015; replaced with Steam Audio]	
Counter-Strike: Source [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Crime Cities	(A3D 2.0; EAX1)
Croc 2	(EAX2)
Crusaders of Might and Magic	(A3D 1.0; EAX1)
Cry of Fear [removed in 2013 update]	(A3D 2.0; EAX1)
Crysis [FMOD]	
Crysis Warhead [FMOD]	

D

Daikatana [broken after Windows XP-use 1.3 patch for OpenAL]	(A3D 1.0; A3D 2.0; EAX1; EAX 2)
Dark and Light	
Darkness Within: In Pursuit Of Loath Nolder	
Dark Messiah of Might and Magic [snd_digital_surround "1", set in-game to 4 or more speakers]	
Dark Reign 2	(A3D 2.0)
Dark Vengeance	(EAX1)
Day of Defeat [WON CD version]	(A3D 2.0; EAX1)
Day of Defeat: Source [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Deadly Dozen: Pacific Theater [citation needed]	(A3D 1.0; EAX1)
Dead Man's Hand [OpenAL is DS3D wrapper]	(EAX3)
Dear Esther [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Deathmatch Classic [WON CD version]	(A3D 2.0; EAX1)
Deep Fighter	(A3D 2.0)
Deer Hunter 3	(A3D 1.0)
Deer Hunter 3: Gold Edition	(A3D 1.0)

Defense Grid 2	
Delta Force [sounds do not follow camera with HRTF on]	
Delta Force 2 [sounds do not follow camera with HRTF on]	
Delta Force: Land Warrior [sounds do not follow camera with HRTF on]	
Delta Force: Task Force Dagger [sounds do not follow camera with HRTF on]	
Delta Force: Black Hawk Down	
Demolition Racer	(EAX1)
Descent 3	(A3D 2.0; EAX2)
Descent 3: Mercenary	(A3D 2.0; EAX2)
Descent Freespace	(A3D 1.0; EAX1)
Descent Freespace: Silent Threat	(A3D 1.0; EAX1)
Dethkarz	
Deus Ex	(A3D 2.0; EAX1)
Deus Ex: Invisible War [requires DSOAL v1.1]	
The Devil Inside	(EAX1; QMixer)
Devil May Cry 3	
Devil May Cry 4 [set Windows speaker config to 4 or more]	
Diablo II	(EAX1)
Diablo II: Lord of Destruction	(EAX1)
Dino D-Day [snd_legacy_surround "1", set in-game to 4 or more speakers]	
The Dinohunters [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Dirt Track Racing	(A3D 1.0)
Dirt Track Racing: Australia	(A3D 1.0)
Dirt Track Racing: Sprint Cars	(A3D 1.0)
Disney's Hercules	
Divinity II	
Dogs of War: Battle on Primus IV	(EAX1)
Doom [Doom95; requires 3rd-party patch]	(IAS)
Doom II: Hell on Earth [Doom95; requires 3rd-party patch]	(IAS)
Double Action: Boogaloo [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Downtown Run/City Racer	
Dragon Age: Origins	
Dragon Castle	
Dragon's Lair 3D: Return to the Lair	
Drakan: Order of the Flame	(EAX1)
Drake of the 99 Dragons	
Dreamfall: The Longest Journey	(EAX3; EAX4)
Driver	(EAX1)
DRIV3R	
Driver: Parallel Lines	(EAX3)
Drome Racer	
DroneZ	(EAX1)
Duke Nukem: Manhattan Project [requires DSOAL v1.1]	
Dungeons & Dragons: Dragonshard	
Dungeons & Dragons Online	
Dungeon Keeper II	(A3D 2.0; EAX1)
Dungeon Lords	
Dungeon Siege	(EAX1)
Dungeon Siege 2	
Dusk 12	(EAX2)
Dystopia [snd_legacy_surround "1", set in-game to 4 or more speakers]	

E

East Front	
E-racer	
The Elder Scrolls III: Morrowind	
The Elder Scrolls IV: Oblivion	(EAX2)
The Emperor's New Groove	(EAX1)
Empires Mod [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Enclave	
Enter the Matrix	(EAX3)
Eurofighter Typhoon	(EAX2)
EuroLeague Football	(EAX1)
EverQuest	(A3D 1.0; EAX1)
EverQuest 2	
Estranged: Act I [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Evil Genius	(EAX4)
Evolva	(EAX1)
Expendable	(A3D 2.0; EAX1)
Expert Pool	(A3D 1.0)
Exodus from the Earth [FMOD; set PC to 4 or more speakers]	(EAX2 done in software)
Extreme Biker	
E.Y.E.: Divine Cybermancy [snd_legacy_surround "1", set in-game to 4 or more speakers]	

F

F1 Championship Season 2000	(A3D 1.0)
F1 Grand Prix 4	(EAX1)
F1 Racing Simulation	
Fallout 3	
Fallout: New Vegas	
Fallout Tactics: Brotherhood of Steel	(A3D 2.0; EAX2)
Far Cry [FMOD]	(EAX2)
Far Cry 2	
Far Gate	
Farm Expert 2016 [citation needed]	
Farm Expert 2017 [citation needed]	
Farm Machines Championships 2014 [citation needed]	
F.E.A.R. [disable EAX2 if using "EAX Advanced HD"]	(EAX2; EAX4)
F.E.A.R. Extraction Point [disable EAX2 if using EAX4]	(EAX2; EAX4)
F.E.A.R. Perseus Mandate [disable EAX2 if using EAX4]	(EAX2; EAX4)
FIFA 99	(EAX1)
Final Fantasy XI	
Firefight Reloaded [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Fistful of Frags [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Flying Heroes	(EAX2)
Ford Racing	(EAX1)
Formula One 99	(A3D 1.0; EAX1)
Freedom Fighters [EAX is currently broken w/ DSOAL]	
Freedom Force	(A3D 1.0; A3D 2.0; EAX1; EAX2)
Freedom Force vs. The Third Reich	(A3D 1.0; A3D 2.0; EAX1; EAX2)
Freelancer	
FreeSpace 2 [crashes with DSOAL; use FS2Open port instead]	(A3D 1.0; EAX1)
From Dusk Till Dawn	(EAX1; QMixer)
Full Spectrum Warrior	(EAX3)
Full Spectrum Warrior: Ten Hammers	(EAX3)

Fur Fighters	(EAX1)
FurtherTime	
Future Beat 3D	

G

G-Police 1	(A3D 2.0)
Gabriel Knight 3: Blood of the Sacred, Blood of the Damned	
Garry's Mod [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Gears of War [OpenAL is DS3D wrapper]	(EAX3)
Gene Troopers	
Ghost Master	
Global Operations	
The Godfather	
Gothic	(EAX1; EAX2)
Gothic II	(EAX1; EAX2)
Gothic 3	
GP500	(A3D 1.0; EAX1)
Grand Prix 3	(A3D 1.0; EAX1)
Grand Prix 4	(EAX1)
Grand Theft Auto 2	(A3D 1.0; EAX1)
Grand Theft Auto III [requires EAX fix v1.0]	(A3D 1.0; A3D 2.0; EAX1; EAX3)
Grand Theft Auto: San Andreas [DSOAL crashes w/ EQ settings]	(EAX1; EAX2; EAX3; EAX4)
Grand Theft Auto: Vice City [requires EAX fix v1.0]	(EAX1; EAX3)
Green Berets	(EAX1)
Guild Wars: Eye of the North	
Guild Wars: Factions	
Guild Wars: Nightfall	
Gulf War: Operation Desert Hammer	(EAX1)
GUN	
Gunman Chronicles WON	(A3D 2.0; EAX1)
Gunship!	(A3D 1.0)

H

Half-Life [WON CD version]	(A3D 2.0; EAX1)
Half-Life 2 [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Half-Life 2: Deathmatch [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Half-Life 2: Episode One [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Half-Life 2: Episode Two [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Half-Life 2: Lost Coast [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Half-Life: Blue Shift [WON CD version]	(A3D 2.0; EAX1)
Half-Life: Opposing Force [WON CD version]	(A3D 2.0; EAX1)
Half-Life: Source [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Half-Life: Source Deathmatch [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Halo: Combat Evolved	(EAX2)
Halo 2 [set in-game to 5.1 speakers]	
Hamish McTavish: The Haggis on the Moors	
Hardwar	(EAX1)
Harry Potter and the Chamber of Secrets	(EAX1)
Harry Potter and the Philosopher's/Sorcerer's Stone	(EAX1)
Harry Potter and the Prisoner of Azkaban [OpenAL is DS3D]	(EAX3)
Heavy Gear	(A3D 1.0)
Heavy Gear II	(IAS)

Heavy Metal: F.A.K.K. 2	(A3D 1.0; EAX2)
Heli Heroes	(EAX1)
Hellgate: London	
The Hell in Vietnam [citation needed]	(EAX3)
Heretic [wHeretic source port]	(A3D 2.0)
Heretic II	(A3D 2.0; EAX1)
Heroes of Might & Magic V	
Hexen [DXHexen source port]	
Hexen [JHexen source port]	(A3D 3.0; EAX2)
Hidden and Dangerous 2	(EAX1)
High Heat Baseball 2000	(EAX1)
High Heat Baseball 2002	(EAX1)
Hitman 2: Silent Assassin	(EAX3)
Hitman: Blood Money	(EAX4)
Hitman: Codename 47	(EAX1)
Hitman: Contracts	(EAX3)
Homeworld Classic	
Hostile Waters	(EAX1)
Hulk [set sources=1024 in alsoft.ini if using DSOAL]	
Hunt Down the Freeman [snd_legacy_surround "1", set in-game to 4 or more speakers]	

I

Icewind Dale	(EAX1)
Icewind Dale II	(EAX1)
I.G.I.-2: Covert Strike [Requires Auto DLL Injector]	(EAX1; EAX2; EAX3)
IL-2 Sturmovik: 1946	(EAX1; EAX2; EAX3)
Incoming	(A3D 1.0; EAX1)
Incoming Expansion Pack: Subversion	(A3D 1.0; EAX1)
Incoming Forces	(EAX2)
The Incredibles	
Indiana Jones and the Infernal Machine	
Infernal	(EAX4)
INFRA [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Insecticide Part 1 [FMOD]	(EAX3)
Insurgency [Battleeye update blocked dsound.dll and disabled snd_legacy_surround "1"]	
Interstate 76: Arsenal	(A3D 1.0)
Interstate 82	(A3D 2.0; IAS)
Isabelle	(EAX1)

J

Jade Empire	(I3DL2)
Jagged Alliance 2	(A3D 1.0)
Jagged Alliance 2: Unfinished Business	(A3D 1.0)
Juiced	(EAX?)

K

Kane & Lynch: Dead Men [defaults to OpenAL, not DS3D]	(EAX3)
Kill.Switch	
Killing Floor [OpenAL is DS3D wrapper]	(EAX3)
KISS Psycho Circus: The Nightmare Child	(A3D 1.0)
Knight Rider: The Game	
Knights of the Temple: Infernal Crusade	

Kreedz Climbing [snd_legacy_surround “1”, set in-game to 4 or more speakers]

L

Lambda Wars Beta [snd_legacy_surround “1”, set in-game to 4 or more speakers]

Lander (A3D 1.0; EAX1)

[Land of the Dead: Road to Fiddler’s Green](#) [OpenAL is DS3D] (EAX3)

[Left 4 Dead](#) [snd_legacy_surround “1”, set in-game to 4 or more speakers]

[Left 4 Dead 2](#) [snd_legacy_surround “1”, set in-game to 4 or more speakers]

Legends of Might and Magic (A3D 1.0; EAX2)

Lego Racer 2

[Lemony Snicket’s A Series of Unfortunate Events](#) [OpenAL is DS3D]

Lineage II

Line of Sight: Vietnam (EAX1; EAX2; EAX3)

Liquidator 2: Welcome to Hell

The Lord of the Rings: Return of the King (EAX?)

Lost Pain: TakeDown

M

Mace Griffin: Bounty Hunter (EAX2)

Machines (A3D 1.0)

Madden NFL 2000 (EAX1)

Madden NFL 99 (EAX1)

[Made Man: Confessions of the Family Blood](#)

Mafia (EAX3)

Mage Knight: Apocalypse

Manhunt (EAX1; EAX3)

Manhunter [citation needed]

Marine Heavy Gunner [citation needed]

[The Mark](#)

Martian Gothic: Unification (A3D 1.0; EAX1)

[Mashed: Drive to Survive](#)

[Mass Effect 2](#) [Wwise, but can work with DSOAL if Windows is set to 4 or more speakers]

[Mass Effect 3](#) [Wwise, but can work with DSOAL if Windows is set to 4 or more speakers]

The Matrix: The Path of Neo

[Max Payne](#)

[Max Payne 2: The Fall of Max Payne](#) (EAX3)

[MDK](#) [requires [rare A3D.exe](#) and -iamapirate] (A3D 1.0)

[MDK2](#) (EAX2)

MechWarrior 3 (A3D 1.0)

MechWarrior 4: Vengeance

MechWarrior 4: Mercenaries

[Medal of Honor: Airborne](#) [OpenAL is DS3D wrapper; set in-game to 5.1]

[Medal of Honor: Allied Assault](#) [requires a fix] (A3D 1.0; A3D 2.0; EAX1; EAX2)

[Medal of Honor: Allied Assault Breakthrough](#) [DSOAL v1.1 only] (A3D 1.0; A3D 2.0; EAX1; EAX2)

[Medal of Honor: Allied Assault Spearhead](#) [requires DSOAL v1.1] (A3D 1.0; A3D 2.0; EAX1; EAX2)

Medal of Honor: Pacific Assault (A3D; EAX1; EAX2; EAX3)

Medieval II: Total War (EAX4)

Medieval II: Total War Kingdoms (EAX4)

[Men of Valor](#) (GameCODA)

Men of War (EAX?)

Men of War: Assault Squad (EAX?)

Men of War: Condemned Heroes (EAX?)

Men of War: Red Tide (EAX?)

Men of War: Vietnam	(EAX?)
Messiah	(A3D 3.0; EAX2)
Metal Gear Rising: Revengeance [Wwise , but works with DSOAL if Windows is set to 4 or more speakers]	
Michelin Rally Masters: Race of Champions	(A3D 1.0; EAX1)
Midnight GT	(A3D 2.0; EAX2)
Midnight Club II	
Might & Magic IX	(EAX2)
Might and Magic VII: For Blood and Honor	(A3D 1.0; EAX1)
Might and Magic VIII: Day of the Destroyer	(A3D 1.0; EAX1)
Missing in Action	
Mobil 1 Rally Championship	(A3D 2.0; EAX1)
Mobile Forces	(EAX1)
Monaco Grand Prix Racing Simulation 2	
Monopoly Tycoon	
Monster Madness	
Mortyr 2093 - 1944	(A3D 1.0; EAX1)
Most Wanted	
Moto Racer 2	(EAX1)
Moto Racer 3	(EAX2)
Motocross Madness 2	
Motorhead	(A3D 2.0; EAX1)
Mutant Chronicles: Warzone Online	(A3D 1.0; EAX1)
Myst V: End of Ages	
Myth II: Soulblighter	(A3D 1.0; EAX1)
Myth III: The Wolf Age	(A3D 1.0; EAX1)

N

Nascar 2002	(A3D 2.0)
Nascar Legends	(A3D 2.0)
Nascar Racing 3	(A3D 2.0)
NASCAR Revolution	(EAX1)
Necrovision	
Need for Speed III	(EAX1)
Need for Speed: Carbon	
Need for Speed: High Stakes	(EAX1)
Need for Speed: Hot Pursuit 2	
Need for Speed: Most Wanted	
Need for Speed: Porsche Unleashed	
Need for Speed: Underground	
Need for Speed: Underground 2	
NEOTOKYO [snd_legacy_surround "1" , set in-game to 4 or more speakers]	
Nerf Arena Blast	(EAX1)
Neverwinter Nights	(A3D 1.0; A3D 2.0; EAX3)
Neverwinter Nights 2	(EAX 1; EAX2; EAX3)
New York Race	
NHL 2000	
Nocturne	
No More Room in Hell [snd_legacy_surround "1" , set in-game to 4 or more speakers]	
No One Lives Forever	
No One Lives Forever 2	(EAX3)
Nuclear Dawn [snd_legacy_surround "1" , set in-game to 4 or more speakers]	

Q

OffRoad: Redneck Racing	(A3D 2.0; EAX1)
Omikron: The Nomad Soul	
Open Season [citation needed]	(EAX3)
Operation Flashpoint	
Operation Flashpoint 2	
Operation Flashpoint: Resistance	
Operation Thunderstorm	(EAX2; EAX4)
Outcast	(EAX1)
Outcast 1.1 [broken - do not use]	(EAX1)
Outlaws	(A3D 1.0)

P

Pac-Man: Adventures in Time	(EAX1)
Painkiller: Black Edition	(A3D 1.0; EAX1; EAX2; EAX3)
Painkiller: Overdose	(EAX1; EAX2; EAX3; EAX4)
Painkiller: Recurring Evil	(EAX1; EAX2; EAX3; EAX4)
Painkiller: Redemption	(EAX1; EAX2; EAX3; EAX4)
Painkiller: Resurrection	(EAX1; EAX2; EAX3; EAX4)
Panzer Elite	(A3D 2.0; EAX1)
Pariah [OpenAL is DS3D wrapper]	(EAX3)
Paris-Dakar Rally	(EAX3)
Parkan II	
Pat & Mat	(EAX?)
Peter Jackson's King Kong	(EAX3)
Pet Racer	
Pirates, Vikings and Knights II [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Plane Crazy - Uncivil Aviation [US version only]	(A3D 1.0)
Planescape: Torment	(EAX1)
PlanetSide	
Play Online	
Populous: The Beginning	(EAX1)
Portal [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Portal 2 [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Portal 2 Sixsense Perceptual Pack [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Portal Stories: Mel [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Postal 2 [OpenAL is DS3D wrapper]	(EAX3)
Postal 2: Paradise Lost [OpenAL is DS3D wrapper]	(EAX3)
Postal III [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Powerslide	(A3D 1.0; EAX1)
Precursors	
Prince of Persia (2008)	
Prince of Persia 3D	(A3D 2.0; EAX1)
Prince of Persia: The Sands of Time	(EAX3)
Prince of Persia: The Two Thrones	(EAX4)
Prince of Persia: Warrior Within	(EAX1; EAX2; EAX3)
Pro Evolution Soccer 2008	
Project Eden	(EAX1)
Prospekt [snd_legacy_surround "1", set in-game to 4 or more speakers]	

Q

Quake II [requires 3rd-party patch]	(IAS)
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Quake III Arena [removed in v1.27] (A3D 2.0)
[Quake 4](#) [put dsound.dll in folder; choose "Generic Hardware"] (EAX4)

R

Rail Simulator
Railroad Tycoon 3 (EAX1; EAX2; EAX3)
Rage Rally (EAX2)
Rally Championship 2000 (A3D 2.0; EAX1)
Rally Championship Xtreme
[Rat Hunter](#)
REAH: Face the Unknown
Reborn
Recoil (A3D 2.0)
Red Faction II
[Redline Racer](#) (A3D 1.0; EAX1)
Redneck Kentucky [citation needed] (EAX3)
[Redneck Racers](#)
Red Orchestra: Ostfront 41-45 [OpenAL is DS3D wrapper] (EAX3)
The Regiment
Remember Me [Wwise, but works with DSOAL if Windows is set to 4 or more speakers]
Renegade Racers
Rent a Hero
[Requiem: Avenging Angel](#) (A3D 1.0; EAX1)
Revelations 2012 [snd_legacy_surround "1", set in-game to 4 or more speakers]
Revenant (A3D 1.0; EAX1)
Revolution
Re-Volt (A3D 1.0; EAX2)
Richard Burns Rally
Ricky Ponting International Cricket 2007
Ricochet [WON CD version] (A3D 2.0; EAX1)
Rise of Nations: Rise of Legends
Road Wars (EAX1)
RoboRumble (A3D 1.0)
Rocket Jockey (A3D 1.0)
Rollcage (EAX1)
Rollcage Stage II (EAX1)
Rome: Total War (EAX2; EAX3)
The Royal Marines Commando [citation needed] (EAX2; EAX4)
[Rune](#) (A3D 2.0; EAX2)

S

Sacred
Sacrifice (EAX1)
Sammy Sosa: Softball Slam (EAX1)
Sanity: Aiken's Artifact (A3D 1.0; EAX1)
SAS Secure Tomorrow [citation needed] (EAX2; EAX4)
Scarface: The World is Yours
Screamer 4x4
Secret Service: In Harm's Way (A3D 1.0; EAX3)
Sega Rally Championship (EAX1)
[Serious Sam 2](#) [sfx_iAPI = 2;] (EAX2; EAX3)
Severance: Blade of Darkness

Shade: Wrath of Angels	(EAX3)
Shadow Force: Razor Unit	(EAX3)
Shadowgrounds [FMOD]	(EAX2)
Shadowgrounds: Survivor [FMOD]	(EAX2)
Shadow Ops: Red Mercury [OpenAL is DS3D wrapper]	(EAX3)
Shark Tale [citation needed]	(EAX3)
Shipwreckers!	(A3D 1.0)
Shogo: Mobile Armor Division	(A3D 1.0; EAX1)
Shrek 2: The Game [DSOAL can cause higher pitched voices than OpenAL Soft alone]	
Sid Meier's Alpha Centauri	(EAX2)
Sid Meier's Pirates!	
Sid Meier's Railroads!	(EAX3)
Silent Hill 2	
Silent Hill 4: The Room [set in-game to Dolby Digital]	
Silent Hunter 3	
Silkroad Online	
SimCity 3000	(EAX1)
SimCopter	(A3D 1.0)
The Simpsons: Hit and Run	(EAX?)
The Sims 2 Seasons	
SimTheme Park	(EAX1)
SiN Gold [removed in Night Dive Studios re-release]	(A3D 2.0; EAX1)
SiN Episodes: Emergence [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Sinister Unleashed	(A3D 1.0)
Skout	(A3D 1.0)
Sniper: Art of Victory [citation needed]	(EAX3)
Soldier of Fortune [A3D support broken in SoFPlus]	(A3D 2.0; EAX2)
Soldner: Secret Wars	
Sonic Adventure DX: Director's Cut [original 2004 release]	
Sonic Heroes	
Soulbringer	(EAX2)
Space Force: Rogue Universe	
Spec Ops: Rangers Lead The Way	(A3D 1.0)
Spec Ops: Ranger Team Bravo	(A3D 1.0)
Spec Ops 2: Green Berets	(A3D 2.0; EAX1; IAS)
Spellforce 2 Shadow Wars	
Spider-Man 2: The Game [citation needed]	(EAX3)
Spirit of Speed	(EAX1)
Spy Hunter	
The Stalin Subway	(EAX2)
The Stalin Subway: Red Veil	(EAX2)
The Stanley Parable [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Starcraft	
StarLancer [requires a fix to get HW acceleration working]	(A3D 2.0; EAX2)
Starship Troopers	(EAX2)
Starsiege	(A3D 1.0)
Starsiege: Tribes	(A3D 1.0)
Starsky & Hutch	
Star Trek: Armada	(A3D 2.0)
Star Trek: Bridge Commander	
Star Trek Deep Space 9: The Fallen	(A3D 2.0; EAX1)
Star Trek: Elite Force II	(A3D 3.0; EAX1; EAX2; EAX3)

Star Trek: Klingon Academy	(A3D 1.0)
Star Trek: StarFleet Academy	(A3D 1.0)
Star Trek: Starfleet Academy: Chekov's Lost Missions	(A3D 1.0)
Star Trek The Next Generation: Klingon Honor Guard	(A3D 1.0; EAX1)
Star Trek Voyager: Elite Force	(A3D 3.0)
Star Wars Battlefront [set to 7.1]	(EAX3)
Star Wars Battlefront II [set to 7.1]	(EAX4)
Star Wars Dark Forces II: Jedi Knight	(A3D 1.0)
Star Wars Empire at War	(EAX1; EAX2; EAX3; EAX4)
Star Wars: Episode I Racer	(A3D 2.0; EAX1)
Star Wars: Episode I The Phantom Menace	(A3D 1.0; EAX1)
Star Wars: Force Commander	(A3D 1.0)
Star Wars Galaxies: Jump to Lightspeed	(EAX2)
Star Wars Knights Of The Old Republic	(EAX3)
Star Wars Knights Of The Old Republic II	(EAX3)
Star Wars: Republic Commando [OpenAL is DS3D wrapper]	(EAX2; EAX3)
Star Wars: X-Wing Alliance	(A3D 1.0)
STOLEN	(EAX4)
Street Racing Syndicate	(EAX2)
Stronghold	(EAX1)
Stubbs the Zombie in Rebel Without a Pulse [OpenAL is DS3D]	(EAX4)
Stunt GP	
Submarine Titans	
Sudeki	
The Suffering [EAX reverb support is broken]	
The Suffering: Ties that Bind [EAX reverb support is broken]	
Summoner	(EAX2)
Superbike 2001	(EAX1)
Supreme Commander	
Surf's Up [citation needed]	(EAX3)
SWAT 4 [OpenAL is DS3D wrapper; use DSOAL or else sounds don't play]	
Swedish Touring Car Championship	(A3D 2.0; EAX1)
Swedish Touring Car Championship 2	(A3D 2.0; EAX1)
System Shock 2	(A3D 1.0; EAX1)

T

Tactical Ops: Assault on Terror [citation needed]	(EAX3)
Team Fortress Classic [WON CD version]	(A3D 2.0; EAX1)
Team Fortress 2 [snd_legacy_surround "1", set in-game to 4 or more speakers]	
The Temple of Elemental Evil	
Terminus	(EAX1)
Terrorist Takedown: Covert Operations	(EAX3)
Terrorist Takedown: War in Colombia	(EAX3)
Test Drive	
Test Drive 6	(EAX1)
Test Drive Le Mans	(A3D 2.0)
Test Drive: Rally	(A3D 2.0; EAX2)
Test Drive Unlimited	
Theme Park World	
They're Alive! [OpenAL is DS3D wrapper]	(EAX2)
Thrust, Twist'n Turn	
Thief II: The Metal Age	(A3D 1.0; EAX2)
Thief: Deadly Shadows	(EAX4)

Thief Gold	(A3D 1.0; EAX1)
TigerShark	(A3D 1.0)
The Thing	
TimeShift [FMOD; only gets HRTF with CMSS-3D, not DSOAL]	(EAX4)
Titanfall 2 [citation needed]	
Titan Quest	
Titan Quest: Immortal Throne	
TMNT	
TNN Outdoors Pro Hunter	(EAX1)
TOCA Race Driver	(EAX3)
TOCA Race Driver 2	
Tomb Raider: Anniversary	
Tomb Raider: Legend	
Tomb Raider: The Angel of Darkness	(EAX3)
Tom Clancy's Ghost Recon	(EAX2)
Tom Clancy's Ghost Recon: Desert Siege	(EAX2)
Tom Clancy's Ghost Recon: Island Thunder	(EAX2)
Tom Clancy's Rainbow Six	
Tom Clancy's Rainbow Six 3: Raven Shield	(EAX3)
Tom Clancy's Rainbow Six: Covert Operations Essentials	
Tom Clancy's Rainbow Six: Lockdown	(EAX?)
Tom Clancy's Rainbow Six: Rogue Spear	(EAX2)
Tom Clancy's Rainbow Six: Rogue Spear: Black Thorn	(EAX2)
Tom Clancy's Rainbow Six Vegas	
Tom Clancy's Rainbow Six Vegas 2 [has some missing sound effects w/ DSOAL]	
Tom Clancy's Splinter Cell	(EAX3)
Tom Clancy's Splinter Cell: Chaos Theory	(EAX3)
Tom Clancy's Splinter Cell: Double Agent	(EAX3)
Tom Clancy's Splinter Cell: Pandora Tomorrow	(EAX3)
Tom Clancy's The Sum Of All Fears	(EAX2)
Tonic Trouble [requires custom driver]	(A3D 1.0)
Total Overdose: A Gunslinger's Tale in Mexico	
Tractor Racing Simulation [citation needed]	
Transmissions: Element 120 [snd_legacy_surround "1", set in-game to 4 or more speakers]	
Tread Marks	(A3D 2.0)
Trespasser: Jurassic Park	(A3D 1.0; EAX1)
Tribes 2	(EAX1)
Tribes: Vengeance [OpenAL is DS3D wrapper]	
Trine [FMOD]	(EAX2)
Triple Play 2000	(EAX1)
TRON 2.0	(EAX3)
Trucker 2 [citation needed]	
Tzar: The Burden Of The Crown	(EAX1)

U

Ubersoldier	(EAX2)
Ubersoldier II	(EAX2)
UEFA Euro 2004	
UFO: Aftermath	
UFO: Aftershock	
Ultim@te Race Rally	(EAX1)
Ultim@te Race Pro	(EAX1)
Ultima IX: Ascension	(EAX1)

Ultimate Spider-Man

Universe At War: Earth Assault

Unreal II: The Awakening [OpenAL is DS3D wrapper]

Unreal Gold

Unreal Tournament 1999

Unreal Tournament 2003 [OpenAL is DS3D wrapper]

Unreal Tournament 2004 [OpenAL is DS3D wrapper]

Uprising 2: Lead and Destroy

Urban Chaos [Front and rear sounds are reversed with HRTF]

Uru: Ages Beyond Myst

Utopia City

(EAX3)

(A3D 2.0; EAX1)

(A3D 2.0; EAX1)

(EAX3)

(EAX3)

(A3D 1.0; EAX1)

(A3D 1.0; EAX1)

(EAX3)

(EAX?)

V

Valhalla Chronicles

Vampire: The Masquerade - Bloodlines [requires console commands]

Vampire: The Masquerade - Redemption

(A3D 2.0; EAX2)

Vanguard: Saga of Heroes

VBS1

VBS2

Vietcong

(EAX1; EAX3)

Vietcong 2

(EAX3)

Vivisector: Beast Inside

(EAX?)

V-Rally 2: Expert Edition

W

WarCraft III: Reign of Chaos

(EAX2)

WarCraft III: The Frozen Throne

(EAX2)

Wargasm

(A3D 1.0; EAX1)

Warhammer 40,000: Dawn of War

(EAX3)

Warhammer 40,000: Dawn of War: Soulstorm

(EAX3)

Warhammer: Mark of Chaos

Warlords Battlecry

(A3D 2.0; EAX2)

Warpath [OpenAL is DS3D wrapper]

(EAX3)

The Watchmaker

Way Point Zeta

(A3D 1.0; EAX1)

Wild Metal Country

(A3D 1.0; EAX1)

Wild Wild West: The Steel Assassin

(EAX1)

The Witcher

(EAX2)

Wizardry 8

(A3D 2.0; EAX2)

Wolfschanze II [citation needed]

World of Warcraft [citation needed]

World War II Tank Commander

WWII Combat Iwo Jima [citation needed]

(EAX3)

X

X2: The Threat

X3: Reunion

X3: Terran Conflict

X: Beyond The Frontier

(A3D 1.0)

X-COM: Enforcer

(A3D 1.0; EAX1)

Xenus II: White Gold

X-Men: The Official Game [requires DSOAL v1.1]

Xpand Rally

X-Tension

(A3D 1.0)

Y

Yager

Ys: Origins

(EAX2)

Ys VI: The Ark of Napishtim

(EAX2)

Ys: The Oath in Felghana

(EAX2)

Z

Zeno Clash [snd_legacy_surround "1", set in-game to 4 or more speakers]

Zero Gravity Fighter Combat

Zombie Panic! Source [snd_legacy_surround "1", set in-game to 4 or more speakers]

Zoo Tycoon 2

(EAX1; EAX2; EAX3)

No 3D positional audio (EAX w/o DirectSound3D)

007 Nightfire

(EAX1)

Chaser

(EAX3)

Code of Honor 2: Conspiracy Island

(EAX2; EAX4)

Code of Honor 3: Desperate Measures

(EAX2; EAX4)

Final Fantasy VIII

(EAX2)

Red Faction

(EAX2)

Serious Sam: The First Encounter

(EAX2)

Serious Sam: The Second Encounter

(EAX2)

Slave Zero

(I3DL2)

Terrorist Takedown 2

(EAX2; EAX4)

Terrorist Takedown 3

(EAX2; EAX4)

Whispers of a Machine

Broken/incomplete 3D sound functionality

Giants: Citizen Kabuto [3D sound incomplete; causes crashes] (EAX?)

Rayman 2: The Great Escape [custom driver; sound cuts out] (A3D 1.0)

Tony Hawk's Pro Skater 3 [has mss32.dll files for it, but they go unused]

Transformers: The Game [sounds will not play with DSOAL v1.31a]

Warhammer 40,000: Fire Warrior [FMOD; crashes with ALchemy or DSOAL] (EAX3)

The Wheel Of Time [broken in both DSOAL and real hardware] (A3D 2.0; EAX1)

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[List of video games with binaural audio](#)