

Platforms

The following platforms currently have a working OpenAL implementation. Other platforms may be in development (or perhaps just need to be brought up to date -- BeOS would fall into that category), so feel free to ask about others on the OpenAL mailing list.

Platform	Devices	License Holder
BSD	native	Open Source (LGPL)
IRIX	native	Open Source (LGPL)
Solaris	native	Open Source (LGPL)
Linux	ALSA	Open Source (LGPL)
	OSS	Open Source (LGPL)
Macintosh OS 8/9	Sound Manager	Open Source (LGPL)
Macintosh OS X	Core Audio	Open Source (Apple)
Microsoft Windows	Creative Audigy	Creative Labs, Inc.
	Creative Audigy 2	Creative Labs, Inc.
	Creative Audigy 4	Creative Labs, Inc.
	Creative X-Fi	Creative Labs, Inc.
	DirectSound	Open Source (LGPL)
	DirectSound3D	Open Source (LGPL)
	MMSYSTEM	Open Source (LGPL)
	NVIDIA nForce	Open Source (LGPL)
Microsoft Xbox	native	Creative Labs, Inc.
Microsoft Xbox 360	native	Creative Labs, Inc.

<https://www.openal.org/platforms/>