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Users are encouraged to post their findings here to share with the community. Items are subject to review by Creative staff, and will not appear until approved.

Unverified = Creative has not tested this title.
Verified = Creative has successfully tested ALchemy with this title.
Unsupported = Creative has verified that ALchemy does not work with this title.

Actions					View: All Items
Title	API	ALchemy	ALchemy Settings	Comments	Status
Age of Empires 3	DirectSound	No	N/A	Does not use DirectSound3D	Verified
Alpha Prime	DirectSound3D	Yes	[Alpha Prime] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\Uninstall\{4A3F4620-091E-4E12-AEFD-9DA56DF4288F}\InstallLocation		Unverified
American McGee's Alice	DirectSound3D	Yes	[Alice] RegPath=GamePath=C:\Program Files\EA GAMES\American McGee's Alice SubDir=RootDir\InstallOption=FALSE Buffers=4 Duration=25 MaxVoiceCount=128 DisableDirectMusic=FALSE	surround sound is again available (you hear voices/sound effects spacially correct again), everything came out front/center channel before adding this game to alchemy and enabling it.	Unverified
Americas Army	OpenAL	No	N/A	Choose H/W 3D Audio and EAX and uncheck use system/default driver.	Unverified
Anachronox	DirectSound3D	Yes	[Anachronox] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Eidos Interactive\Anachronox\SourcePath GamePath= SubDir= RootDir\InstallOption=FALSE Buffers=4 Duration=25 MaxVoiceCount=128 DisableDirectMusic=FALSE	Still can't enable EAX.	Unverified
Armed Assault	DirectSound3D	Yes	[Armed Assault] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Bohemia Interactive Studio\ArmA\MAIN		Unverified
Armed Assault & Armed Assault Combat Operation	OpenAL	No		Just add to the shortcut - openal to be sure that the game will use openAL instead of directsound 3d "Arma.exe -openal" do not use alchemy anymore for this game. more info here	Unverified
Assassin's Creed	DirectSound3D	Yes	[Assassin's Creed] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Ubisoft\Assassin's Creed\GameUpdate\installDir GamePath= SubDir= RootDir\InstallOption=FALSE Buffers=4 Duration=20 MaxVoiceCount=128 DisableDirectMusic=FALSE	Enable Eax 4.0 effect on vista and hardware 5.1 on vista without Alchemy no eax effect and 5.1 software Test on vista 64 NOTE : If you experience audio glitches then try using Buffers = 4 and Duration = 10 instead.	Unverified
Baldur's Gate	DirectSound3D	Yes	[Baldur's Gate] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\App Paths\BGMain.exe\Path		Unverified
Baldur's Gate 2	DirectSound3D	Yes	[Baldur's Gate 2] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\App Paths\BG2Main.exe\Path	Using ALchemy 1.3	Verified
Battle for Middle Earth	DirectSound3D	Yes	[Battle for Middle Earth] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\EA GAMES\The Battle for Middle-earth\Install Dir	Put manually key in alchemy, also works on Windows 64Bits	Unverified
Battle for Middle Earth 2	DirectSound3D	Yes	[Battle for Middle Earth 2] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Electronic Arts\The Battle for Middle-earth II\Install Dir	Included in ALchemy database	Verified
Battle for Middle Earth 2 AD The Rise of the Witch King	DirectSound3D	Yes	[Battle for Middle Earth 2 AD.RotWk] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Electronic Arts\The Lord of the Rings, The Rise of the Witch-King\Install Dir		Unverified
Battlefield 2	OpenAL	No	N/A	Includes native support for SB X-Fi cards.	Verified
Battlefield 2142	OpenAL	No	N/A	Has enhanced X-Fi only features	Verified
Battlefield Vietnam	DirectSound3D	Yes	[Battlefield Vietnam] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\EA GAMES\Battlefield Vietnam\GameDir	Using ALchemy 1.3	Verified
Beyond Good & Evil	DirectSound3D	Yes	[Beyond Good & Evil] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Ubisoft\Beyond Good & Evil\Install path	After enabling Alchemy, run the Settings program, go to the Audio tab and enable the EAX option right in het screen	Unverified
Bioshock	OpenAL	No	N/A	Just download and install the latest Creative audio drivers for Windows Vista and select "Creative EAX Audio" in the game menu.	Verified
Brian Lara's International Cricket 2007	OpenAL	No	N/A		Verified
C&C Generals	DirectSound3D	Yes	[C&C Generals] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Electronic Arts\EA Games\Generals\InstallPath [C&C Generals Zero Hour] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Electronic Arts\EA Games\Command and Conquer Generals Zero Hour\InstallPath	Using ALchemy 1.3	Verified
Call Of Duty	DirectSound3D	Yes	[Call Of Duty] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Activision\Call Of Duty\InstallPath	Included in ALchemy database	Verified
Call Of Duty 2	DirectSound3D	Yes	[Call Of Duty 2] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Activision\Call Of Duty 2\InstallPath	Included in ALchemy database	Verified
Call of Duty 4	DirectSound	No	N/A	Does not use DirectSound3D.	Unverified
Call of Juarez	OpenAL	Yes		If using DirectSound3D/EAX, add the game to alchemy and use the default recommended settings. See the below "Comments" box before opting to do this. The game has both DS3D and OpenAL support. You can use alchemy on default settings if you choose the default DirectSound3D option in-game. However, as it supports OpenAL as standard, Vista users should opt for that rather than the above, for best stability, sound and performance.	Unverified
Cellfactor Revolution		Yes	RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Timeline Interactive\Cellfactor Revolution\Path		Unverified
Chaos Theory Multiplayer	DirectSound3D	Yes	[Chaos Theory Multiplayer] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Ubisoft\Tom Clancy's Splinter Cell Chaos Theory\InstallDir SubDir=Versus\System	Full EAX is restored. Due to included StarForce version NOCD/NODVD is required to start the game.	Unverified
Chronicles of Riddick	DirectSound3D	Yes	[Chronicles of Riddick Win32] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Starbreeze\The Chronicles of Riddick: Escape from Butcher Bay\InstallPath SubDir=System\Win32_x86 [Chronicles of Riddick Win32 SSE] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Starbreeze\The Chronicles of Riddick: Escape from Butcher Bay\InstallPath SubDir=System\Win32_x86_SSE [Chronicles of Riddick Win32 SSE2] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Starbreeze\The Chronicles of Riddick: Escape from Butcher Bay\InstallPath SubDir=System\Win32_x86_SSE2	Using ALchemy 1.3	Verified
City of Heroes/Villains	DirectSound3D	Yes	GamePath=C:\Program Files\City of Heroes	Can enable 3D Sound in game with Alchemy.	Unverified
Cold War	OpenAL	No	N/A	To select an OpenAL device, launch the Cold War Options application, and select the Sound tab. All the available OpenAL devices should be listed in the list-box.	Verified
Colin McRae Rally DIRT	OpenAL	No	N/A		Verified

Colin McRae Rally DIRT	DirectSound3D	Yes	Game Path: C:\Program Files (x86)\Loadmasters\UK1 Buffer: 2 Duration: 1b	When I enabled Alchemy in UK1, the in game OpenAL sound settings was replaced with DirectSound3D. Sound is greatly improved as has no cracking or popping. Tested on Vista 64-Bit. And X-Fi XtremeMusic.	Unverified
Command & Conquer 3	DirectSound3D	Yes	[Command & Conquer 3] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Electronic Arts\Electronic Arts\Command and Conquer 3\InstallPath SubDir=RetailExe\1.4 RootDirInstallOption=True Duration=10 Buffers=12	This may need to be updated as the .dll and .ini need to be in the highest numbered RetailExe\1.x folder and I think a new numbered folder is created every time you apply a patch, though I'm not sure. To be safe I copy the .dll and .ini file in to all the subfolders with the cnc3game.dat file in for me currently thats RetailExe\1.0-1.4, if folders are added with patches then each time you patch the game you will need to add them to that folder too. The easiest way to tell if it working is to launch the game then exit it, look in the [Command& Conquer 3] folder where the CNC3.exe is and you should have a dsoundlog.txt file which should at the very least contain "Loaded ini file from D:\Command & Conquer 3".	Unverified
Condemned Criminal Origins	DirectSound3D	Yes	[Condemned Criminal Origins] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Monolith Productions\Condemned - Criminal Origins\1.00.0000\Install Dir	GrimD	Unverified
Crysis	DirectSound	No	N/A	Game uses FMOD's software renderer only. Nothing for Alchemy to do.	Unverified
Descent3	DirectSound3D	Yes	Manually installed to \Descent3 folder.	DirectSound3D and Creative EAX sound modes work correctly when the Alchemy files are put in the \Descent3 directory.	Unverified
Diablo 2	DirectSound3D	Yes	[Diablo 2] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Blizzard Entertainment\Diablo II\InstallPath	Included in Alchemy database	Verified
Doom3	OpenAL	No	N/A	OpenAL supported added in Doom3 version 1.3.	Verified
Dreamfall: The Longest Journey	DirectSound3D	Yes	Buffers=4 Duration=5 MaxVoiceCount=128 DisableDirectMusic=FALSE		Unverified
DRIV3R	DirectSound3D	Yes	[DRIV3R] GamePath=C:\Program Files\Atari\DRIV3R		Unverified
Dungeon Siege	DirectSound3D	Yes	[Dungeon Siege] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Microsoft Games\DungeonSiege\1.0\EXE Path	Using Alchemy 1.3	Verified
Dungeon Siege 2		Yes	Use Game Path	Until Alchemy installed, could not get EAX effects setting to apply. With Alchemy configured, EAX effect setting applies and effects work. No issues discovered to date, other than Vista x64 Ultimate reporting DungeonSiege2 as not shutting down properly. Tested on Vista x64 Ultimate Retail (SP1 applied) on X-Fi XtremeGamer with latest non-beta drivers as of Oct10,2008.	Unverified
Dungeons & Dragons Online - Stormreach	DirectSound3D	Yes	Default..added manually to game path .exe	works great!	Unverified
El Matador	OpenAL	No	N/A		Verified
Everquest 2	DirectSound3D	Yes	[Everquest 2] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\App Paths\EverQuest2.exe\Path Duration=15	Included in Alchemy database	Verified
F.E.A.R	DirectSound3D	Yes	[F.E.A.R] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Monolith Productions\FEAR\1.00.0000\InstallDir	Included in Alchemy database	Verified
F.E.A.R. Combat	DirectSound3D	Yes	[F.E.A.R. Combat] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Monolith Productions\FEARCombat\1.00.0000\InstallDir		Unverified
F.E.A.R. Extraction Point	DirectSound3D	Yes	[F.E.A.R. Extraction Point] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\TimeGate Studios\FEARXP\1.00.0000\InstallDir	Full EAX is restored. In fact, I'm tempted to try Alchemy under Windows XP as the "jumping" and "slow-mo" sound bugs I've had since release appear to have completely disappeared!	Unverified
F.E.A.R. Perseus Mandate	DirectSound3D	Yes	RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\TimeGate Studios\FEARXP2\1.00.0000\InstallDir		Unverified
Far Cry	DirectSound3D	Yes	[Far Cry] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\Uninstall\{D6BDC2A-E72C-4284-B6AD-6B3B61B4DABC}\InstallLocation SubDir=Bin32	Using Alchemy 1.3	Verified
Far Cry 64 Bit	DirectSound3D	Yes	[Far Cry 64 Bit] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\Uninstall\{D6BDC2A-E72C-4284-B6AD-6B3B61B4DABC}\InstallLocation SubDir=Bin64	With this one Patch there is only a new folder which is called "bin64" instead of "bin32"...	Unverified
Far Cry 2	DirectSound3D	Yes	[Far Cry 2] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Ubisoft\Far Cry 2\InstallDir GamePath=Bin SubDir=Bin RootDirInstallOption=FALSE Buffers=4 Duration=10 MaxVoiceCount=128 DisableDirectMusic=FALSE	Restore 5.1 sound with Eax 3.0.	Unverified
Final Fantasy XI - USA/NA	DirectSound3D	Yes	[Final Fantasy XI - USA/NA] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\PlayOnlineUS\InstallFolder\0001	The PlayOnline entry already here only functions while viewing PlayOnline content. This new FFXI entry is necessary to keep the D3D function going when PlayOnline launches the actual game.	Unverified
Freedom Fighters	DirectSound3D	Yes	[Freedom Fighters] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Electronic Arts\Freedom\InstallDir		Unverified
Freelancer	DirectSound3D	Yes	RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Microsoft Games\Freelancer\1.0\AppPath	Using Alchemy 1.3	Unverified
Full Spectrum Warrior	DirectSound3D	Yes	[Full Spectrum Warrior] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Pandemic Studios\Full Spectrum Warrior\InstallPath Duration=10	Included in Alchemy database	Verified
Full Spectrum Warrior: Ten Hammers	DirectSound3D	Yes	[Full Spectrum Warrior: Ten Hammers] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Full Spectrum Warrior 2\Path Duration=10	Included in Alchemy database	Verified
Gears of War	OpenAL	No	N/A	To enable native OpenAL support you need to manually edit a configuration file. Navigate to your "My Documents" directory and then to this sub-directory: - \\My Games\Gears of War for Windows\WarGame\Config Edit the file called WarEngineUserSettings.ini Under the [ALAudio.ALAudioDevice] section you should see two entries:- UseEffectsProcessing=True DeviceName=Generic Software Delete 'Generic Software' so the line just reads:- DeviceName= This will enable the game to use the <default> OpenAL device which should be your native X-Fi / Audigy soundcard.	Verified
Gothic 3	DirectSound3D	Yes	Game Path: C:\Program Files (x86)\Gothic III Duration: 10 Buffer: 5 Max Voice: 64 (Audigy) / 128 (X-Fi)	Tested with Windows Vista Ultimate x64 / Audigy 2 ZS Video Editor	Unverified
Grand Theft Auto 3	DirectSound3D	Yes	[Grand Theft Auto 3] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\App Paths\Gta3\Gta3.exe\Path	Using Alchemy 1.3	Verified
Grand Theft Auto Vice City	DirectSound3D	Yes	[Grand Theft Auto Vice City] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\Uninstall\{4B35F00C-E63D-40DC-9839-DF15A33EAC46}\InstallLocation	Using Alchemy 1.3	Verified
GRID	OpenAL	No	N/A	Hardware acceleration can be enabled on hardware based SB X-Fi cards using the option in the Game's Audio Options menu. NOTE : Your SB X-Fi card must be in Game Mode (set using the Creative Audio Control Panel) to enable hardware acceleration.	Verified
GTA San Andreas	DirectSound3D	Yes	[GTA San Andreas] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Rockstar Games\GTA San Andreas\Installation\ExePath	Included in Alchemy database	Verified
Guild Wars	DirectSound3D	Yes	[Guild Wars] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Arenanet\Guild Wars\Path	Included in Alchemy database	Verified

GUN	DirectSound3D	Yes	[GUN] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Activision\GUN\InstallPath	Full 3D sound is restored.	Unverified
Halo Trial	DirectSound3D	Yes	[Halo Trial] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Microsoft Games\Halo Trial\EXE Path Duration=1	Sound doesn't skip but has bad problems with distortion and popping	Unverified
Halo: Combat Evolved	DirectSound3D	Yes	[Halo: Combat Evolved] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Microsoft Games\Halo\EXE Path	Using Alchemy 1.3	Unverified
Hellgate: London	DirectSound	No	N/A	This game uses a software mixer - it does not use DirectSound3D or OpenAL.	Unverified
Heroes of Might and Magic V	DirectSound	No		Game uses Software Renderer only, no need to use Alchemy.	Unverified
Hitman 2 Silent Assassin	DirectSound3D	Yes	[Hitman 2 Silent Assassin] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Eidos Interactive\Hitman 2\InstallDir	Using Alchemy 1.3	Verified
Hitman Blood Money	DirectSound3D	Yes	[Hitman Blood Money] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Eidos\Hitman Blood Money\InstallDir Duration=10	Included in Alchemy database	Verified
Hitman Codename 47	DirectSound3D	Yes	[Hitman Codename 47] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\App Paths\hitman.exe\Path		Unverified
Hitman: Contracts	DirectSound3D	Yes	[Hitman 3 Contracts] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Eidos\Hitman Contracts\InstallDir	Full EAX is restored.	Unverified
Icewind Dale 2	DirectSound3D	Yes	HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\App Paths\IWD2.exe\Path		Unverified
Indiana Jones and the Infernal Machine	DirectSound3D	Yes	[Indiana Jones and the Infernal Machine] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\LucasArts Entertainment Company LLC\Indiana Jones and the Infernal Machine\1.0\Install Path SubDir=Resource	Restore 3D Sound. 3D Sound option available in "Advanced options" with Alchemy	Unverified
Infernal	DirectSound3D	Yes	[Infernal] GamePath=C:\Program Files\Playlogic\Infernal\game Duration=10	Game has no install reg entry. Works 3Dsound setting well.	Unverified
James Bond Nightfire	DirectSound3D	Yes	[James Bond Nightfire] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\GEARBOX\NIGHTFIRE\directory	Full EAX is restored.	Unverified
Knights of the Old Republic	DirectSound3D	Yes	[Knights of the Old Republic] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\BioWare\SWKOTOR\Path		Unverified
Knights of the Old Republic 2	DirectSound3D	Yes	[Knights of the Old Republic 2] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\LucasArts\KOTOR2\Path	Using Alchemy 1.3	Verified
Lord of the Rings Online	DirectSound3D	Yes	HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\Turbine\LOTRO\InstallLocation		Unverified
Lord of the Rings Online	DirectSound3D	Yes	HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\Turbine\LOTRO\InstallLocation	According to game developers, this is an OpenAL game, not DS3D, it should be excluded from the list.	Unsupported
Mafia	DirectSound3D	Yes	It's easy: sample setting the game path and enable the EAX effects under settings menu of the game	Full EAX restored Running on Windows Vista X64, AMD 4800+ x2, 1.5Gb RAM, x1600XT, Audigy 2 Value, Alchemy audigy version 1.04 & 1.08.	Unverified
Mage Knight Apocalypse	OpenAL	No	N/A	Uses ISACT sound system!	Verified
	OpenAL	No	N/A	This game have a bug in the configurator tool who change every time you use it the sound to software device. To restore the Hardware openAL acceleration : Launch the configurator tools, configure it and launch the game. In the game, check especially sound option (eax on) Quit the game Edit the file locate in c:\user\yoursession\BioWare\Mass Effect\Config\BioEngine.ini	Unverified
Mass Effect				in [ISACTAudio.ISACTAudioDevice] Change Devicename=Generic Hardware (could be Generic Software too) to Devicename= change MaxChannels=128 (x-fi only) That's all, you can check the log after the next launch of the game you should see something like that Init: Audio Device: SB X-Fi Audio [EC00] (number can vary) [10.172] Init: 127 Free Sources, 2 Reserved no more generic software in the log Do not use the config tool or change and save audio setting in the game or the devicename will be rechange to generic software.	
Max Payne	DirectSound3D	Yes	[Max Payne] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Remedy Entertainment\Max Payne\Installation\ExePath	Multi-Channel Audio restored! Also fixes missing music and sound effects!	Unverified
Max Payne (Steam)		Yes	Game Path: <path to Steam folder>\SteamApps\common\max payne\ Default Settings	All audio effects restored	Unverified
Max Payne 2	DirectSound3D	Yes	[Max Payne 2] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Remedy Entertainment\Max Payne 2\Installation\ExePath Duration=15	Included in Alchemy database	Verified
MDK2	DirectSound3D	Yes	[MDK2] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\App Paths\mdk2.exe\Path	Using Alchemy 1.3	Verified
	DirectSound3D	Yes		This game uses the Miles Sound System to produce EAX effects using the DirectSound3D interface in previous versions of Windows.	Unverified
Medal of Honor - Pacific Assault			In Windows Vista, you can restore this using the following settings in Alchemy: <ul style="list-style-type: none">• Game Path: EA GAMES\Medal of Honor Pacific Assault(tm)• Buffers: 4• Duration: 25• Maximum Voice Count: 128		
Medieval II: Total War	DirectSound3D	Yes	[Medieval II: Total War] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\App Paths\medieval2.exe\Path	Included in Alchemy database	Verified
Monster Madness	DirectSound3D	Yes	[Monster Madness] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\ArtificialStudios\MonsterMadness\GamePath	GrimD	Unverified
Morrowind	DirectSound3D	Yes	[Morrowind] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Bethesda Softworks\Morrowind\Installed Path		Unverified
Need for Speed Carbon	DirectSound3D	Yes	[Need for Speed Carbon] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Electronic Arts\Need for Speed Carbon\Install Dir	While this games is not EAX, NFS-Carbon is surround, and a basser/fuller sound is produced when Creative Alchemy is used. NOTE: ALL installers need WINXP and NFS-Carbon needs WIN98 compatibility mode, to run correctly. Finally, make sure DirectX 9.0c redistrib (FEB2007) is installed before installing any game.	Unverified
Need for Speed Most Wanted	DirectSound3D	Yes	[Need for Speed Most Wanted] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\EA GAMES\Need for Speed Most Wanted\Install Dir		Unverified
Need for Speed Underground	DirectSound3D	Yes	[Need for Speed Underground] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\EA GAMES\NFS Underground\Install Dir		Unverified
Need for Speed Underground 2	DirectSound3D	Yes	[Need for Speed Underground 2] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\EA GAMES\Need for Speed Underground 2\Install Dir		Unverified
Neverwinter Nights	DirectSound3D	Yes	[Neverwinter Nights] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\BioWare\NWN\Neverwinter\Location	Included in Alchemy database	Verified
Neverwinter Nights 2	DirectSound3D	Yes	[Neverwinter Nights 2] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Obsidian\NWN 2\Neverwinter\Location	Included in Alchemy database	Verified
No One Lives Forever 2 A Spy in H.A.R.M.s Way	DirectSound3D	Yes	[No One Lives Forever 2 A Spy in H.A.R.M.s Way] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Monolith Productions\No One Lives Forever 2\1.0\InstallDir Duration=15	Included in Alchemy database	Verified

Oblivion	DirectSound3D	Yes	[Oblivion] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Bethesda Softworks\Oblivion\Installed Path	Using Alchemy 1.3	Verified
Painkiller	DirectSound3D	Yes	[Painkiller] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\PeopleCanFly\Painkiller\ExePath		Unverified
PlanetSide	DirectSound3D	Yes	[PlanetSide] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\App Paths\PlanetSide.exe\Path	By GrimD	Unverified
Play Online - European Version (FFXI, TetraMaster)	DirectSound3D	Yes	[Play Online - European Version (FFXI, TetraMaster)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\PlayOnlineEU\InstallFolder\1000	Play Online Viewer is the front program used to load FFXI and TetraMaster. By plugging the dsound.dll and .ini into that folder you get hardware-accelerated sound. -The_MarD	Unverified
Play Online - Japanese Version (FFXI, TetraMaster)	DirectSound3D	Yes	[Play Online - Japanese Version (FFXI, TetraMaster)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\PlayOnlineJP\InstallFolder\1000	Play Online Viewer is the front program used to load FFXI and TetraMaster. By plugging the dsound.dll and .ini into that folder you get hardware-accelerated sound. -The_MarD	Unverified
Play Online - USA/North-America Version (FFXI, TetraMaster)	DirectSound3D	Yes	[Play Online - USA/North-America Version (FFXI, TetraMaster)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\PlayOnlineUS\InstallFolder\1000	Play Online Viewer is the front program used to load FFXI and TetraMaster. By plugging the dsound.dll and .ini into that folder you get hardware-accelerated sound. -The_MarD	Unverified
Prey	OpenAL	No	N/A	To use OpenAL, from the Game's audio options toggle the "Sound System" to use OpenAL	Verified
Prince of Persia The Two Thrones	DirectSound3D	Yes	[Prince of Persia The Two Thrones] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Ubisoft\Prince of Persia The Two Thrones\1.00.999\Product_Path	Full EAX is restored. Due to StarForce problems a NOCD/DVD is required.	Unverified
Prince of Persia Warrior Within	DirectSound3D	Yes	[Prince of Persia Warrior Within] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Ubisoft\Prince of Persia Warrior Within\1.00.999\Product_Path	Full EAX is restored.	Unverified
Prince of Persia: The Sands of Time	DirectSound3D	Yes	[Prince of Persia The Sands of Time] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Ubisoft\Prince of Persia The Sands of Time\1.00.181\Product_Path	3D and EAX restored	Unverified
Pro Evolution Soccer 2008	DirectSound3D	Yes	Game Path = c:\Program files (x86)\KONAMI\Pro Evolution Soccer 2008	Enabling Alchemy for PES2008 improves background sound effects and the whole game sounds a lot clearer. (at least for my Audigy X-Gamer)	Unverified
Quake 4	OpenAL	No	N/A		Verified
RaceDriver GRID	OpenAL	No	N/A	Hardware acceleration can be enabled on hardware based SB X-Fi cards using the option in the Game's Audio Options menu. NOTE : Your SB X-Fi card must be in Game Mode (set using the Creative Audio Control Panel) to enable hardware acceleration.	Verified
Railroad Tycoon 3	DirectSound3D	Yes	EXE path = C:\Program Files\Railroad Tycoon 3 Left other options as default.	Game supports EAX 3 (it is an old game!). In RT3 settings, sound, select EAX 3 and choose 5.1 Speakers, then click Test. If you hear train horn (and game does not lock up), then Alchemy is working correctly and when you play, you'll hear separate sounds in the rear (RL & RR).	Unverified
Rainbow Six 3: Raven Shield	DirectSound3D	Yes	[Rainbow Six 3: Raven Shield & Addons] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Red Storm Entertainment\RAVENSHIELD\InstalledPath SubDir=System	Athena Sword and Iron Wrath (mission packs) are like Mods so they have the same value	Unverified
Rainbow Six: Vegas	DirectSound3D	Yes	[Rainbow Six: Vegas] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Ubisoft\Rainbow Six Vegas\InstallDir	Using 64bit Vista.	Unverified
Red Faction	DirectSound3D	Yes	[Red Faction] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Volition\Red Faction\InstallPath	In the Audio tab of Red Faction Setup, the Enable EAX checkbox was still disabled after enabling in Alchemy. However after playing Red Faction for a little while I went back and I was able to tick the Enable EAX checkbox. So if it doesn't appear to be working at first, play Red Faction without EAX first and then try again afterwards.	Unverified
Red Orchestra: Ost Front	OpenAL	No		To use native OpenAL, set audio settings to "H/W 3D + EAX" and make sure "System Driver" is NOT checked.	Unverified
Rome: Total War	DirectSound3D	Yes	[Rome: Total War] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\The Creative Assembly\Rome - Total War\InstallPath	Included in Alchemy database	Verified
S.T.A.L.K.E.R	OpenAL	No	N/A	Requires patching to at least version 1.0001	Verified
S.T.A.L.K.E.R Shadow of Chernobyl	OpenAL	No	N/A	Patch game to at least version 1.0001. Uses default OpenAL device.	Verified
Sacred	DirectSound3D	Yes	[Sacred] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\FX Interactive\Sacred\Path	test and work	Unverified
Serious Sam 2	DirectSound3D	Yes	[Serious Sam 2] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Croteam\SeriousSam2\Path SubDir=bin	Using Alchemy 1.3	Verified
Serious Sam 2	OpenAL	No		The game has openAL thru editing the Sam2.ini in your X:\Program Files\Serious Sam 2\Content\SeriousSam2 Folder. X= drive letter where you have the game installed it pops up after you start the game for the first time. Open up Sam2.ini with wordpad and search for SPX_API. Change the settings for to 1 to enable OpenAL. I tested it and it worked, the ~ key is for the console and it tells you at launch if you set the line right.	Unverified
Serious Sam First Encounter	DirectSound3D	Yes	[Serious Sam First Encounter] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Croteam\SeriousSam\Path SubDir=bin	Using Alchemy 1.3	Verified
Serious Sam Second Encounter	DirectSound3D	Yes	[Serious Sam Second Encounter] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Croteam\SeriousSamSE\Path SubDir=bin	Included in Alchemy database	Verified
Shogo: Mobile Armor Division	DirectSound3D	Yes	[Shogo: Mobile Armor Division] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Monolith Productions\Shogo\1.0\WorkingDirectory		Unverified
Sid Meier's Civilization 4	DirectSound3D	Yes	RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Firaxis Games\Sid Meier's Civilization 4\INSTALLDIR	Full EAX is restored	Unverified
Sid Meier's Civilization 4 - Beyond the Sword	DirectSound3D	Yes	RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Firaxis Games\Sid Meier's Civilization 4 - Beyond the Sword\INSTALLDIR	Full EAX is restored	Unverified
Sid Meier's Civilization 4 - Beyond the Sword	DirectSound3D	Yes	HKEY_LOCAL_MACHINE\SOFTWARE\Firaxis Games\Sid Meier's Civilization 4\INSTALLDIR	EAX is restored. Duration must be set to 5 to eliminate sound artifacts.	Unverified
Sid Meier's Civilization 4 - Warlords	DirectSound3D	Yes	RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Firaxis Games\Sid Meier's Civilization 4 - Warlords\INSTALLDIR	3D and EAX restored	Unverified
Sid Meier's Civilization IV	DirectSound3D	Yes	HKEY_LOCAL_MACHINE\SOFTWARE\Firaxis Games\Sid Meier's Civilization 4\INSTALLDIR	EAX is restored. Duration must be set to 5 to eliminate sound artifacts. Tested under Alchemy Audigy edition 1.00.8, under an Audigy 2 Value, Vista X64	Unverified
Sid Meier's Civilization IV : Colonization	DirectSound3D	Yes	RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Firaxis Games\Sid Meier's Civilization IV Colonization\INSTALLDIR	EAX is restored.	Unverified
Sid Meier's Civilization IV: Beyond the Sword		No	RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Firaxis Games\Sid Meier's Civilization 4 - Beyond the Sword\InstallDir Duration=8	EAX is restored. Duration must be set to 8 to eliminate sound artifacts.	Unverified
Sid Meier's Railroads!	DirectSound3D	Yes	[Sid Meier's Railroads!] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Firaxis Games\Sid Meier's Railroads!\InstallDir Duration=15	Perhaps not entirely necessary, the sound does seem fuller with this in place.	Unverified
Silent Hunter 3	DirectSound3D	Yes	[Silent Hunter 3] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Ubisoft\Silent Hunter III		Unverified
Silkroad Online	DirectSound3D	Yes	[Silkroad Online] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Joymax\Silkroad\InstallPath		Unverified
Soldier of Fortune II - Double Helix MP TEST	DirectSound3D	Yes	[Soldier of Fortune II - Double Helix MP TEST] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Activision\Soldier of Fortune II - Double Helix MP TEST\InstallPath	Restore EAX	Unverified
Soldier of Fortune Payback	DirectSound3D	Yes	[Soldier of Fortune Payback] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Cauldron\SOF3\InstallDir	Restore 5.1. Works for Windows Vista 64 sp1	Unverified
	DirectSound3D	Yes	[Condition Zero (Steam)]	NOTHING!!! until Alchemy can detect folder/exe locations exist. you MUST	Unverified

				<pre> RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=steamapps*\condition zero Buffers=5 Duration=10 [Condition Zero: Deleted Scenes (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=steamapps*\condition zero deleted scenes Buffers=5 Duration=10 [Counter-Strike (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=steamapps*\counter-strike Buffers=5 Duration=10 [Counter-Strike Source (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=steamapps*\counter-strike source Buffers=5 Duration=10 [Dark Messiah Of Might and Magic Multi-Player (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=steamapps*\dark messiah might and magic multi-player Buffers=5 Duration=10 [Dark Messiah Of Might and Magic Single Player (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=steamapps*\dark messiah might and magic single player Buffers=5 Duration=10 [Day Of Defeat (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=steamapps*\day of defeat Buffers=5 Duration=10 [Half-Life (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=steamapps*\half-life Buffers=5 Duration=10 [Half-Life 2 (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=steamapps*\half-life 2 Buffers=5 Duration=10 [Half-Life 2 Deathmatch (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=steamapps*\half-life 2 deathmatch Buffers=5 Duration=10 [Half-Life 2 Episode One (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=SteamApps*\half-life 2 episode one Buffers=5 Duration=10 [Half-Life 2 Lost Coast (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=SteamApps*\half-life 2 lostcoast Buffers=5 Duration=10 [Half-Life deathmatch source (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=SteamApps*\half-life deathmatch source Buffers=5 Duration=10 [Sin 1 (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=SteamApps*\sin 1 [Sin 1 Multiplayer (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=SteamApps*\sin 1 multiplayer [Sin Episodes: Emergence (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=SteamApps*\sin episodes emergence Buffers=5 Duration=10 [Source SDK Base (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=SteamApps*\source sdk base Buffers=5 Duration=10 [Team Fortress Classic (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=SteamApps*\team fortress classic Buffers=5 Duration=10 [The Ship (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=SteamApps*\the ship Buffers=5 Duration=10 [The Ship Single Player (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=SteamApps*\the ship single player Buffers=5 Duration=10 [The Ship Single Player (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=SteamApps*\the ship tutorial Buffers=5 Duration=10 </pre>	<p>replace the * with your steam login username/email... for example... SubDir=SteamApps*\the ship tutorial SubDir=SteamApps*\The_MarDsLoginNameWhichHeWontSayRightNknow\the ship tutorial Tests fine with current specifications on March 23, 2007... Intel C2D E6300 ATI Radeon X1900GT with official drivers v.7.2 Creative Sound Blaster X-Fi XtremeMusic drivers"SBX-F_PCDDVT_LB_2_13_0012" 64bit Windows Vista™ Ultimate x64 Edition (6.0, Build 6000) Creative Alchemy v1.3 -The_MarD</p> <p>NOTE 2 : [Added by Dan]. Some Audigy owners have reported better results using ...</p> <p>Buffers = 4 Duration = 15</p>	
Source Engine Games Set 1						
Source Games "Orange Box"	DirectSound3D	Yes	## NOTE: Replace * in the SubDir with your username. [Portal (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=SteamApps*\Portal Buffers=5 Duration=10 [Team Fortres 2 (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=SteamApps*\team fortress 2 Buffers=5 Duration=10 [Half-Life 2 Episode Two (Steam)] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Valve\Steam\InstallPath SubDir=SteamApps*\half-life 2 episode two Buffers=5 Duration=10	For all other source based games (including Half-life 2 and episode one), check out This page	Unverified	
Spaceforce II: Rogue Universe	OpenAL	No		Native OpenAL support.	Unverified	
Spellforce 2 Shadow Wars	DirectSound3D	Yes	[Spellforce 2 Shadow Wars] RegPath=HKEY_CURRENT_USER\Software\Phenomic\Spellforce2		Unverified	
Splinter Cell	DirectSound3D	Yes	[Splinter Cell] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Ubi Soft Entertainment\SPLINTERCELL\InstalledPath SubDir=system Buffers=6	I got a some GPF crashes so I increased the buffer to 6. Works very well.	Unverified	
Splinter Cell Chaos Theory	DirectSound3D	Yes	[Splinter Cell Chaos Theory] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Ubisoft\Tom Clancy's Splinter Cell Chaos Theory\InstallDir SubDir=System	Full EAX is restored. Due to included StarForce version NOCD/NODVD is required to start the game.	Unverified	
Splinter Cell Double Agent	DirectSound3D	Yes	[Splinter Cell Double Agent Single-Player] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Ubisoft\Tom Clancy's Splinter Cell Double Agent\InstallDir SubDir=SCDA-Offline\System Duration=15 [Splinter Cell Double Agent Multi-Player] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Ubisoft\Tom Clancy's Splinter Cell Double Agent\InstallDir SubDir=SCDA-Online\System Duration=15		Unverified	
Splinter Cell Pandora Tomorrow	DirectSound3D	Yes	[Splinter Cell Pandora Tomorrow] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Ubisoft\Splinter Cell Pandora Tomorrow\InstalledPath SubDir=offline\system RootDir\InstallOption=TRUE [Pandora Tomorrow Multiplayer] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Ubisoft\Splinter Cell Pandora Tomorrow\InstalledPath SubDir=online\system RootDir\InstallOption=TRUE	Full EAX HD is available. Launcher and multiplayer don't work right but that's not DirectSound related (I think)	Unverified	

Star Trek: Bridge Commander	DirectSound	Yes	32 Bit [Star Trek: Bridge Commander] RegPath= GamePath=C:\Program Files\Activision\Bridge Commander SubDir= RootDir\InstallOption=FALSE Buffers=4 Duration=25 MaxVoiceCount=128 DisableDirectMusic=FALSE 64 bit [Star Trek: Bridge Commander] RegPath= GamePath=C:\Program Files (x86)\Activision\Bridge Commander SubDir= RootDir\InstallOption=FALSE Buffers=4 Duration=25 MaxVoiceCount=128 DisableDirectMusic=FALSE	EAX option in game is restored and the sound is MUCH better... crashed once on me but I think that was more the mod I was using.	Unverified
Star Trek: Elite Force II	DirectSound3D	Yes	[Star Trek: Elite Force II] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Activision\Elite Force II\InstallPath	Work with default settings.	Unverified
Star Wars Battlefront	DirectSound3D	Yes	[Star Wars Battlefront] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\LucasArts\Star Wars Battlefront\1.0\ExePath	By GrimD	Unverified
Star Wars Battlefront 2	DirectSound3D	Yes	[Star Wars Battlefront II] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\LucasArts\Star Wars Battlefront II\1.0\ExePath	for some reason, Xfire ingame chat will not work with this, if anyone has a fix please feel free to put it here	Unverified
Star Wars Empire at War	DirectSound3D	Yes	[Star Wars Empire at War] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\LucasArts\Star Wars Empire at War\1.0\ExePath	Included in Alchemy database	Verified
Star Wars Empire at War Forces of Corruption	DirectSound3D	Yes	RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\LucasArts\Star Wars Empire at War Forces of Corruption\1.0\ExePath		Unverified
Star Wars Galaxies	DirectSound3D	Yes	[Star Wars Galaxies] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\App Paths\StarWarsGalaxies\Path	By GrimD	Unverified
Star Wars Jedi Knight II: Jedi Outcast	OpenAL	No		To enable hardware acceleration for this OpenAL game, simply rename the openal32.dll in the game folder to openal32.bak. Should work for all Audigy and X-Fi cards with 'native' OpenAL support.	Verified
Star Wars Jedi Knight: Jedi Academy	OpenAL	No		To enable hardware acceleration for this OpenAL game, simply rename the openal32.dll in the game folder to openal32.bak. Should work for all Audigy and X-Fi cards with 'native' OpenAL support.	Verified
Star Wars Republic Commando	OpenAL	No		Edit the system.ini file in the SWRC GameData\System Folder, and set "UseDefaultDriver" to "False". This tells the Unreal Audio Engine to load OpenAL32.dll from the \windows\system32 folder which will result in a native OpenAL being used.	Verified
Starcraft	DirectSound	No		Does not use DirectSound3D.	Verified
Supreme Commander	DirectSound3D	Yes	[Supreme Commander] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\THQ\Gas Powered Games\Supreme Commander\InstallationDirectory SubDir=Supreme Commander\bin Duration=10 Buffers=4		Unverified
Test Drive Unlimited	DirectSound3D	Yes	HKEY_LOCAL_MACHINE\SOFTWARE\Atari\TDU\install_path	With Alchemy enabled for this game you can really hear the difference.	Unverified
The Godfather	DirectSound3D	Yes	[The Godfather] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Electronic Arts\The Godfather The Game\Install Dir		Unverified
The Regiment	OpenAL	No	N/A		Verified
The Sims 2 Seasons	DirectSound3D	Yes	[The Sims 2 Seasons] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\EA GAMES\The Sims 2 Seasons\Install Dir SubDir=TS2Bin		Unverified
The Suffering: Ties that Bind	DirectSound3D	Yes	[The Suffering: Ties That Bind] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Surreal\Suffering2\Installation	Vista x64 - Need NoCD for starforce problems.	Unverified
The Witcher	DirectSound3D	Yes	[The Witcher] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\CD Projekt Red\The Witcher\InstallFolder SubDir=System Duration=20		Verified
Thief: Deadly Shadows	DirectSound3D	Yes	[Thief: Deadly Shadows] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Ion Storm\Thief - Deadly Shadows\ION_ROOT SubDir=System	Included in Alchemy database	Verified
Thief: The Dark Project Gold	DirectSound3D	Yes	[Thief: The Dark Project Gold] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\Thief Gold\Install_Dir	Need to run this game as administrator for the videos to work, other than that it works fine with Vista	Unverified
TimeShift	DirectSound3D	Yes	[TimeShift] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Sierra Entertainment\TimeShift\1.00.000\PathToEXE GamePath= SubDir= RootDir\InstallOption=FALSE Buffers=4 Duration=25 MaxVoiceCount=128 DisableDirectMusic=FALSE	Uses hardware EAX HD Through FMOD. FMOD automatically disables hardware acceleration on Vista. To get around this you MUST set TimeShift.exe to run in Windows XP SP2 Compatability mode.	Unverified
Titan Quest	DirectSound3D	Yes	[Titan Quest] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Iron Lore\Titan Quest\Install Location	Included in Alchemy database	Verified
Titan Quest Immortal Throne	DirectSound3D	Yes	[Titan Quest Immortal Throne] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Iron Lore\Titan Quest Immortal Throne\Install Location	Using Alchemy 1.3, by MdW	Verified
TMNT 2007	DirectSound3D	Yes	[TMNT] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Ubisoft\TMNT\InstallDir		Unverified
Tom Clancy's Ghost Recon: Advanced Warfighter	OpenAL	No	N/A		Verified
Tom Clancy's Rainbow Six Vegas 2	DirectSound3D	Yes	RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Ubisoft\Tom Clancy's Rainbow Six Vegas 2\InstallDir GamePath= SubDir=Binnaries RootDir\InstallOption=FALSE Buffers=10 Duration=10 MaxVoiceCount=128 DisableDirectMusic=FALSE	If you experience sound glitches, set MaxVoiceCount to 32.	Unverified
Tomb Raider Anniversary	DirectSound	No	N/A		Unverified
Tomb Raider Legend	DirectSound	No	N/A		Unverified
Tomb Raider: Angel Of Darkness	DirectSound3D	Yes	[Tomb Raider: Angel Of Darkness] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Core Design\TombRaiderAngelOfDarkness\1.0\InstalledPath SubDir=bin RootDir\InstallOption=True	Included in Alchemy database	Verified
Trackmania Nations Forever	OpenAL	No	N/A	OpenAL Game	Verified
Trackmania Original	DirectSound	Yes	Game Path: C:\Program Files\TrackMania Original Buffers=5 Duration=10		Unverified
TRON 2.0	DirectSound3D	Yes	[TRON 2.0] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Monolith Productions\Tron 2.0\1.0\InstallDir Duration=15	Included in Alchemy database	Verified
UFO Afterlight	OpenAL	No	N/A	Patch version 1.5 required	Verified
UFO Aftermath	DirectSound3D	Yes		Does not appear to work	Unverified
Universe At War	DirectSound3D	Yes	RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\Petroglyph(UAWEA)\GameExe Buffers=6 Duration=5	Full EAX	Unverified
Unreal Tournament 2003	OpenAL	No	N/A	Native supported enabled by editing ut2003.ini file and setting UseDefaultDriver=False	Verified
Unreal Tournament 2004	OpenAL	No	N/A	OpenAL device can be selected in the game's Audio Options. To use a native OpenAL device with EAX select "H/W 3D + EAX" and make sure "System Driver" is NOT checked.	Verified

Unreal Tournament 3	OpenAL	No	N/A	Select "Hardware OpenAL" from the audio settings menu.	Verified
Vampire - Bloodlines	DirectSound3D	Yes	[Vampire - Bloodlines] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Activision\Vampire - Bloodlines\InstallPath Duration=15	By GrimD	Unverified
Vanguard: Saga of Heroes	OpenAL	No	N/A		Verified
Warcraft III	DirectSound3D	Yes	[Warcraft III] RegPath=HKEY_CURRENT_USER\Software\Blizzard Entertainment\Warcraft III\InstallPath	Included in Alchemy database	Verified
Warhammer 40K: Dawn of War - Soulstorm	DirectSound3D	No	Used application path. Did not have to install to any sub folders. Buffers 4 Duration 20 Max voice count 128	The game sound works without Alchemy but if you want use the software these settings work well. I'm not sure how much of an improvement it made as I haven't play tested it enough yet but these settings do work.	Unverified
Warmonger		No		To enable hardware acceleration for this OpenAL game, simply rename the openal32.dll in the game folder to openal32.bak. Should work for all Audigy and X-Fi cards with 'native' OpenAL support.	Unverified
World of Warcraft	DirectSound3D	Yes	[World of Warcraft]RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Blizzard Entertainment\World of Warcraft\InstallPath Duration=10	Included in Alchemy database. NOTE : To enable the DirectSound3D output you need to run this game in "Windows XP SP2 Compatibility" mode.	Verified
X3 Reunion	DirectSound3D	Yes	RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\DeepSilver\X3 Reunion\INSTALL_DIR	Using Alchemy 1.3	Unverified
X3 Reunion - Deep Silver - Vista 64Bit	DirectSound3D	Yes	RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\DeepSilver\X3 Reunion\INSTALL_DIR Duration=10	No performance gains, but positional audio seems clearer. No noticable pops or crackles when using March 2007 X-Fi drivers and Alchemy 1.3.	Unverified
X3 Reunion - DeepSilver	DirectSound3D	Yes	[X3 Reunion] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\DeepSilver\X3 Reunion Duration=10	Search for "Reunion" with RegEdit. You need to specify the correct publisher, "Enlight" or "DeepSilver", in your entry. You may also need the Starforce Update:	Unverified
X3 Reunion - Enlight	DirectSound3D	Yes	[X3 Reunion - Enlight] RegPath=HKEY_LOCAL_MACHINE\SOFTWARE\Enlight\X3 Reunion Duration=10	Search for "Reunion" with RegEdit. You need to specify the correct publisher, "Enlight" or "DeepSilver", in your entry. You may also need the Starforce Update:	Unverified
Ys -The Oath in Felghana	DirectSound3D	Yes	[Ys -The Oath in Felghana] GamePath=C:\FALCOM\YSF_WIN	Duration=10	Verified