

Spout Library



A library for texture sharing between applications.

spout.zeal.co

Version 1.01

SpoutLibrary.dll is a C compatible dll that allows programmers to use Spout texture sharing functions in applications built with compilers other than Visual Studio.

1. Using the library

Library files :

<i>SpoutLibrary.h</i>	<i>header file</i>
<i>SpoutLibrary.dll</i>	<i>32bit or 64bit dll</i>
<i>SpoutLibrary.lib</i>	<i>32bit or 64bit import library</i>

In your include file :

```
#include "SpoutLibrary.h"
```

```
SPOUTHANDLE spoutptr;
```

In your source file, initialize a sender or receiver object by creating an instance of the library :

```
spoutptr = GetSpout(); // Create an instance of the Spout library
```

This creates a pointer that can be used exactly as documented in the Spout SDK pdf manual. For example :

```
spoutptr->CreateSender(senderName, g_Width, g_Height);
```

and

```
spoutptr->SendTexture(senderTexture, GL_TEXTURE_2D, g_Width, g_Height);
```

Note that an OpenGL context must be established before any of these functions can be called.

At program termination, release the library pointer. For example :

```
if(spoutptr) {  
    spoutptr->ReleaseSender(); // Release the sender  
    spoutptr->Release(); // Release the Spout library instance  
}
```

Refer to the Spout SDK documentation for function details.