

Spout Library



A library for texture sharing between applications.

spout.zeal.co

Version 1.01 for Spout SDK 2.007

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"
```

```
SPOUTLIBRARY * pSpout;
```

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

```
pSpout = 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 :

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

and

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

Refer to the Spout SDK documentation for function details.

SpoutLibrary released with Spout SDK 2.007 must be used with 2.007 functions. Overloads for 2.006 are not supported. Older code which is not updated and depends on 2.006 functions, still requires the library files for Spout 2.006.