

NativeFmod Project

You want to use Fmod (www.fmod.org) in Java ? I've created NativeFmod for you.
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Version: NativeFmod version 3.11
Fmod v3.74 supported (3.74.1 for Mac)

-> INTRODUCTION

Thank you for your interest in my project : NativeFmod (and reading this file !).

- * Fmod is an API that allows you to play music and creates sound effects.

This API can be use as well as with these platforms :

Win32, Win64, WinCE, Linux, Macintosh

as these consoles :

XBox, PlayStation 2, GameCube

For more informations on Fmod, go to their site at :

<http://www.fmod.org>

- * Fmod API does not provide any java files to use it with Java language. That is for that reason that I've create NativeFmod. NativeFmod is an interface between Fmod and Java. It creates a link to use Fmod with Java.

NativeFmod contained the complete Fmod API methods, structures, constants... I keep the original method, structures ... names. So, its use is similar as Fmod.

You can go to fmod web site to have their documentation.

NativeFmod can only be used on Win32, Linux and Mac platforms.

For others platform, contact me.

-> LICENSE

- * Fmod license and NativeFmod license are INDEPENDENT. You need to obtain their license. Fmod license agreement can be found at :

<http://www.fmod.org>

- * NativeFmod is under GNU Lesser General Public License

Look at the following file for more informations about this license :

LICENSE-NativeFmod

or at one of these links :

<http://www.opensource.org/>

<http://www.opensource.org/licenses/lgpl-license.php>

-> SPECIFICATIONS

- * The archive you have file contained these files :
(Runtime and Sdk)

| -> NativeFmod-Install.pdf

| -> lib

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|   |-> README-NativeFmod      (Readme)
|   |   (PLEASE COPY THE README WITH THE JAR NativeFmodApi_vx.xx.jar)
|   |-> LICENSE-NativeFmod    (LGPL License)
|   |   (PLEASE COPY THE LICENSE WITH THE JAR NativeFmodApi_vx.xx.jar)
|   |-> NativeFmod.dll         (Win32 library)
|   |-> NativeFmodDyn.dll      (Win32 library)
|   |-> libNativeFmod.so        (Linux library)
|   |-> libNativeFmodDyn.so     (Linux library)
|   |-> libNativeFmodDyn.jnilib (Mac library)
|   |-> NativeFmodCe.dll        (WinCe library)
|   |-> NativeFmodDynCe.dll     (WinCe library)
|   |-> NativeFmodApi_vx.xx.jar (Java classes, x.xx is the version)
(Only in the Sdk)
|-> Samples                    (examples and fmod examples ported to Java)
|-> Src                        (all sources files)
|-> Build                      (scripts to compile NativeFmod)

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- * If you creates a project that includes NativeFmod, please copy the original version of the files README-NativeFmod and LICENSE-NativeFmod int it.

It is not required to mention the use of NativeFmod in your project, but I appreciate it (you can link my site, put my full name the credits ...). Tell me if you do so.

- * Fmod library (fmod.dll, fmodce.dll or libfmod-x..x.so) can be found at :
www.fmod.org
 I don't provide it because I don't create it. The preferred version of Fmod library is indicated at the beginning of this file.

-> WINDOWS INSTALLATION

- * The installation is very simple :
 - Copy NativeFmod.dll, NativeFmodDyn.dll and fmod.dll in the folder :
 jre/bin/
 - Copy NativeFmodApi_vx.xx.jar in the folder :
 jre/lib/ext

Rem: libNativeFmodDyn.so is only used with multiple instance of Fmod. You don't need these files if you don't use these classes : FMOD_INSTANCE and FmodDyn.

Rem: jre is the Java Runtime Environment folder (ex: C:\java\j2rel.4.2_07)
 If you use the Java SDK (Software Development Kit), the jre folder is sdk/jre
 (ex: C:\java\j2sdk1.4.2_03\jre)

-> LINUX INSTALLATION

- Copy libNativeFmod.so, libNativeFmodDyn.so and libfmod-x.xx.so (x.xx is the preferred version of Fmod, indicated at the top of the file) in the folder :
 jre/bin/i386
- Copy NativeFmodApi_vx.xx.jar in the folder :
 jre/lib/ext

Rem: libNativeFmodDyn.so is only used with multiple instance of Fmod. You don't need this files if you don't use these classe FMOD_INSTANCE and FmodDyn.

Rem: jre is the Java Runtime Environment folder (ex: /home/user/java/j2rel.4.2_03)
 If you use the Java SDK (Software Development Kit), the jre folder is sdk/jre
 (ex: /home/user/java/j2sdk1.4.2_03/jre)

-> MAC INSTALLATION

- * Installation :

- Copy libNativeFmod.jnilib, NativeFmodApi_vx.xx.jar in the folder :
Library/Java/Extensions
(or ~/user/Library/Java/Extensions)
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-> BUGS & PROBLEMS

If you have any problem using NativeFmod, please let me know by mail (French and English only).

If you remarks any bugs, please let me know with the best explanation you can (you can attached source code that should the bug or problem, this can helps me to know where the problem comes from).

-> LINKS

- * Current Fmod API (and Fmod license) at :
<http://www.fmod.org>
- * Very good (French) Tutorials made by Jcom to learn how to use Fmod
<http://www.fmod-fr.tk/>
- * Java Runtime Environment (JRE) downloadable in Sun's website:
<http://java.sun.com>
- * Eclipse Platform is a good java editor and do a lot of more things.
(the best I found, but I don't know all code editor!)
<http://www.eclipse.org>
- * I begin this project thanks to SWIG (version 1.3)
<http://www.swig.org>