REX SDK v1.9.2

These are the latest changes to the REX SDK:

V1.9.2
- Dynamic loading of REX module reintroduced, now the only supported way to use it on Windows. Solves DLL version issues introduced by the reliance on auto-generated link library in 1.8-1.9.1.
- REX framework bundle on Mac uses @loader_path instead of @executable_path. Solves plugin / plugin host use cases.
- Many small cleanups and source documentation updates.

V1.9.1
- Fix include path in REXTest.c

V1.9.0
- Added native support for Apple M1 chip
- Removed Win32 support
- Fixed crash when opening corrupt files

V1.8
- The REX DLL/framework should no longer be installed in system folders.
- Removed DLL Loading code (REX.c), and related error codes.
- Increased system requirements to Windows 7 and OSX 10.7.

V1.7.0
- Removed support for Power PC
- Increased Mac system requirements to 10.5
- Finalized 64-bit versions for Win and Mac OS X
- Removed obsolete DEBUG define
- Made naming of testing and deployment libraries consistent on Win and Mac OS X.

V1.6.2
- Added alpha-level 64-bit versions for Win and Mac OS X.
- Removed support for Mac OS 9 / CFM-style bridge
- New installation location for Windows (see documentation chapter 3.3 Installing the REX DLL)
- Tweaked installation location for Mac OS X (see documentation chapter 3.3 Installing the REX DLL)

V1.6.0
- The REX library is now a MachO Universal binary on Mac
- (Jump in version numbering due to technicalities)

v1.3.0
- Added long-overdue information in the documentation, about Mac OS X installation and Mach-O-to-CFM thunking.
- Added 24-bit capable REX DLLs.
- Added `fBitDepth` field to REXInfo. Note that this field contains the bit depth of the *original* file, which you don't need to pay any attention to unless you're doing very special stuff. All output from the REX API is in 32-bit floating point format.
- Added section to documentation about ReCycle's clipboard support.
- Added REX compliance test protocol to documentation, and new test loops for 24 bits.
- Included REX technology logotype to installed files.
- Built new installers.
- …and of course changed all documentation to PDFs.

v1.2.0
- Renamed the REX DLLs on Windows because some users experienced name clashes. Admittedly the old name was not very unique. The new ones are: "REX Shared Library.DLL" and "REX Shared Library Debug.DLL"

- Added an OS version check to `REXLoadDLL()`. The REX DLL requires Windows 98/NT4 and Mac OS 8.6 or later. If the requirements are not met you'll get the `kREXError_OSVersionNotSupported` error code.

v1.1.0
- Added the `REXGetInfoFromBuffer()` function.

v1.0.3
- Updated documentation with more information on the fields in REXInfo and REXSliceInfo.
- Mac version now needs OpenTransport system extensions to run. The following extensions must be enabled:

  OpenTransportLib
  Open Transport Library
  Shared Library Manager
  Shared Library Manager PPC

  Also, one of the three following extensions is needed:

  Open Tpt AppleTalk Library
  Open Tpt Internet Library
  OpenTpt Modem

v1.0.2
- Changed the behaviour of `REXRenderPreviewBatch()`. The old way to use the function is still valid, but it is now a little more flexible. More details were added to the docs.
- Corrected some errors in the documentation: some return codes were wrong in the docs, although all possible ones were available. Only their names where not in sync with those in REX.h.