Dynamic XRSound

###### Dynamic XRSound is a dynamic wrapper for XRSound. It allows dynamically built vessels to use XRSound without having to build statically against XRSound.

## How it works

Dynamic XRSound has 2 modules: the DLL, which is built statically against XRSound. It simply forwards the calls to XRSound, and the API, which is built dynamically. It loads the DLL and its functions, and it forwards the calls to the DLL.

## Usage

Include the API ‘DynamicXRSound.h’ file inside your vessel class, and initialize using ‘new DynamicXRSound(VESSEL\*)’. The other methods are identical to XRSound.

Then compile against DynamicXRSoundD.lib for debugging and DynamicXRSound.lib for releasing.

## About

This project is open-source under GPL v3 license. You can find the source code on the [GitHub repository](https://github.com/abdullah-radwan/DynamicXRSound).

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