

Initialise auralisation engine:
aave_init()
aave_hrtf_*(*)
aave->reflections = n

Load room model:
aave_read_obj()

Add sound source(s):
aave_init_source()
aave_add_source()

Update positions:
aave_set_listener_position()
aave_set_source_position()
aave_update()

Update orientation:
aave_set_listener_orientation()

Put anechoic audio of sound source(s):
aave_put_audio()

Get binaural audio of auralisation:
aave_get_audio()

