



Jari Komppa

SoLoud Audio Engine

Version 20181119

SoLoud Audio Engine

Jari Komppa

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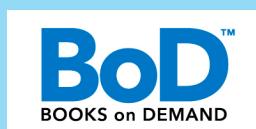
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SoLoud is an easy to use, free, portable c/c++ audio engine for games.

This is the print version of SoLoud manual, covering audio concepts, getting started, usage of the API as well as how to use it in C, C#, Python, D, Ruby, RPGMaker, Gamemaker Studio or BlitzMax.



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