Using FMod to play sounds in your application in 9 easy steps[1] by Aleksandr Grinberg:

1. Go to www.fmod.org and download the SDK package.

2. Create subfolder of your choice in your project directory.[2]

3. Copy files **fmod.h** and **fmodvc.lib** to that folder.

4. In source file responsible for sound playback add following:

```
#pragma comment (lib, "fmod/fmodvc.lib")
#include "fmod/fmod.h"
```

5. Set up control objects for your sounds:

```
FSOUND_STREAM *fSong;
FSOUND_SAMPLE *fOuch;
FSOUND_SAMPLE *fKickAss;
int fChannel;
```

6. Initialize sound hardware and channel counter:

```
FSOUND_Init(22050, 33, 0);
// In this case sound hardware is initialized with
// discretization rate of 22050Hz to save some CPU time.
// 33 is the number of allocated sound channels.

fChannel=0;
// initialize channel counter
```

7. Load sound samples:

```
fSong=FSOUND_Stream_Open("chef.mp3",
    FSOUND_MPEGHALFRATE ,0,0);
// open mp3 as a stream resource

fOuch=FSOUND_Sample_Load(0,"ouch.wav",FSOUND_MONO,0,0);
fKickAss=FSOUND_Sample_Load(1,"kick_ass.wav",FSOUND_MONO,0,0);
// opens a wave file and loads it into memory
```

8. Initiate/manipulate playback of sounds in your functions:

```
FSOUND_Stream_Play(32,fSong);
// starts playback of loaded stream file in channel 32
```

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[1] This procedure explains how to do it in Visual Studio.NET

[2] In this example it is ProjectRoot/fmod

```
FSOUND_SetPaused(32,false);
FSOUND_SetPaused(32,true);
// pause resume playback of your stream file

FSOUND_PlaySound(fChannel,fOuch);
// play appropriate sound in current channel
// then advance to the next channel
if (fChannel==31)
    fChannel=0;
else
    fChannel++;
}
```

9. Last but not least, copy an **fmod.dll** into same folder as your executable. In this case it means your project root folder.

For further information, browse the FAQ section of the FMod website, as you will find many interesting uses for the library. Enjoy ☺