

## sf::priv::AudioDevice

- + AudioDevice()
- + ~AudioDevice()
- + isExtensionSupported()
- + getFormatFromChannelCount()
- + setGlobalVolume()
- + getGlobalVolume()
- + setPosition()
- + getPosition()
- + setDirection()
- + getDirection()
- + setUpVector()
- + getUpVector()