sf::AIResource

AIResource()
~AIResource()

sf::SoundBuffer

- m_buffer
- m_samples
- m_duration
- m_sounds

+ SoundBuffer()
+ SoundBuffer()
+ ~SoundBuffer()
+ loadFromFile()
+ loadFromMemory()
+ loadFromStream()
+ loadFromSamples()
+ saveToFile()
+ getSamples()
+ getSampleCount()
+ getSampleRate()
+ getChannelCount()
+ getDuration()
+ operator=()
- initialize()
- update()
- attachSound()
- detachSound()