sf::AlResource # AlResource() # ~AlResource() sf::SoundRecorder - m_thread sf::SoundBuffer sf::SoundSource - m samples - m buffer m sampleRate # m_source - m_samples - m_processingInterval + SoundSource() - m_duration - m_isCapturing + ~SoundSource() - m deviceName m_sounds + setPitch() - m_channelCount + SoundBuffer() + setVolume() + SoundBuffer() + ~SoundRecorder() + setPosition() + ~SoundBuffer() + start() + setPosition() + loadFromFile() + setRelativeToListener() + stop() + getSampleRate() + setMinDistance() + loadFromMemory() + loadFromStream() + setDevice() + setAttenuation() + getDevice() + loadFromSamples() + getPitch() + setChannelCount() + getVolume() + saveToFile() + getSamples() + getPosition() + getChannelCount() + getSampleCount() + getAvailableDevices() + isRelativeToListener() + getSampleRate() + getDefaultDevice() + getMinDistance() + getChannelCount() + isAvailable() + getAttenuation() + getDuration() # SoundRecorder() + operator=() + operator=() # setProcessingInterval() + play() + pause() - initialize() # onStart() - update() # onProcessSamples() + stop() - attachSound() # onStop() + getStatus() - detachSound() - record() # SoundSource() - processCapturedSamples() - cleanup() sf::SoundStream - m thread - m_threadMutex - m_threadStartState m_isStreaming - m_buffers - m channelCount - m sampleRate sf::Sound - m format - m buffer - m loop - m samplesProcessed + Sound() - m bufferSeeks + Sound() NetworkRecorder - m processingInterval sf::SoundBufferRecorder + Sound() - m host + ~SoundStream() + ~Sound() - m_samples + play() + play() - m_port - m buffer - m socket + pause() + pause() + ~SoundBufferRecorder() + stop() + stop() + NetworkRecorder() + getBuffer() + setBuffer() + getChannelCount() + ~NetworkRecorder() + getSampleRate() # onStart() + setLoop() onStart() # onProcessSamples() + setPlayingOffset() + getStatus() - onProcessSamples() # onStop() + getBuffer() + setPlayingOffset() - onStop() + getPlayingOffset() + getLoop() + getPlayingOffset() + setLoop() + getLoop() + getStatus() # SoundStream() + operator=() # initialize() + resetBuffer() # onGetData() # onSeek() # onLoop() # setProcessingInterval() - streamData() - fillAndPushBuffer() - fillQueue() - clearQueue() sf::Music - m file - m_samples NetworkAudioStream - m mutex - m listener - m loopSpan - m_client + Music() - m_mutex + ~Music() m_samples + openFromFile() - m_tempBuffer + openFromMemory() - m offset + openFromStream() m hasFinished + getDuration() + NetworkAudioStream() + getLoopPoints() + setLoopPoints() + start() - onGetData() # onGetData() - onSeek() # onSeek() - receiveLoop() # onLoop() - initialize() - timeToSamples()

samplesToTime()