AlResource() # ~AlResource() sf::SoundSource # m_source + SoundSource() + ~SoundSource() + setPitch() + setVolume() + setPosition() + setPosition() + setRelativeToListener() + setMinDistance() + setAttenuation() + getPitch() + getVolume() + getPosition() + isRelativeToListener() + getMinDistance() + getAttenuation() + operator=() + play() + pause() + stop() + getStatus() # SoundSource() sf::SoundStream - m_thread - m_threadMutex m_threadStartSm_isStreamingm_buffers threadStartState - m_channelCount - m_sampleRate - m_format - m_loop - m_samplesProcessed - m_bufferSeeks m processingInterval + ~SoundStream() + play() + pause() + stop() + getChannelCount() + getSampleRate() + getStatus() + setPlayingOffset() + getPlayingOffset() + setLoop() + getLoop() # SoundStream() # initialize() # onGetData() # onSeek() # onLoop() # setProcessingInterval() streamData() fillAndPushBuffer() fillQueue() clearQueue() sf::Music - m_file m_samples NetworkAudioStream - m mutex - m_listener m_loopSpan + Music() - m_mutex - m_samples + ~Music() + openFromFile() - m_tempBuffer + openFromMemory() + openFromStream() m_hasFinished + getDuration() + getLoopPoints() + NetworkAudioStream() + setLoopPoints() - onGetData() # onGetData() # onSeek() # onLoop() receiveLoop() - initialize() timeToSamples() samplesToTime()

m_client

- m offset

+ start()

onSeek()

sf::AlResource