```
sf::AlResource
    # 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()
```