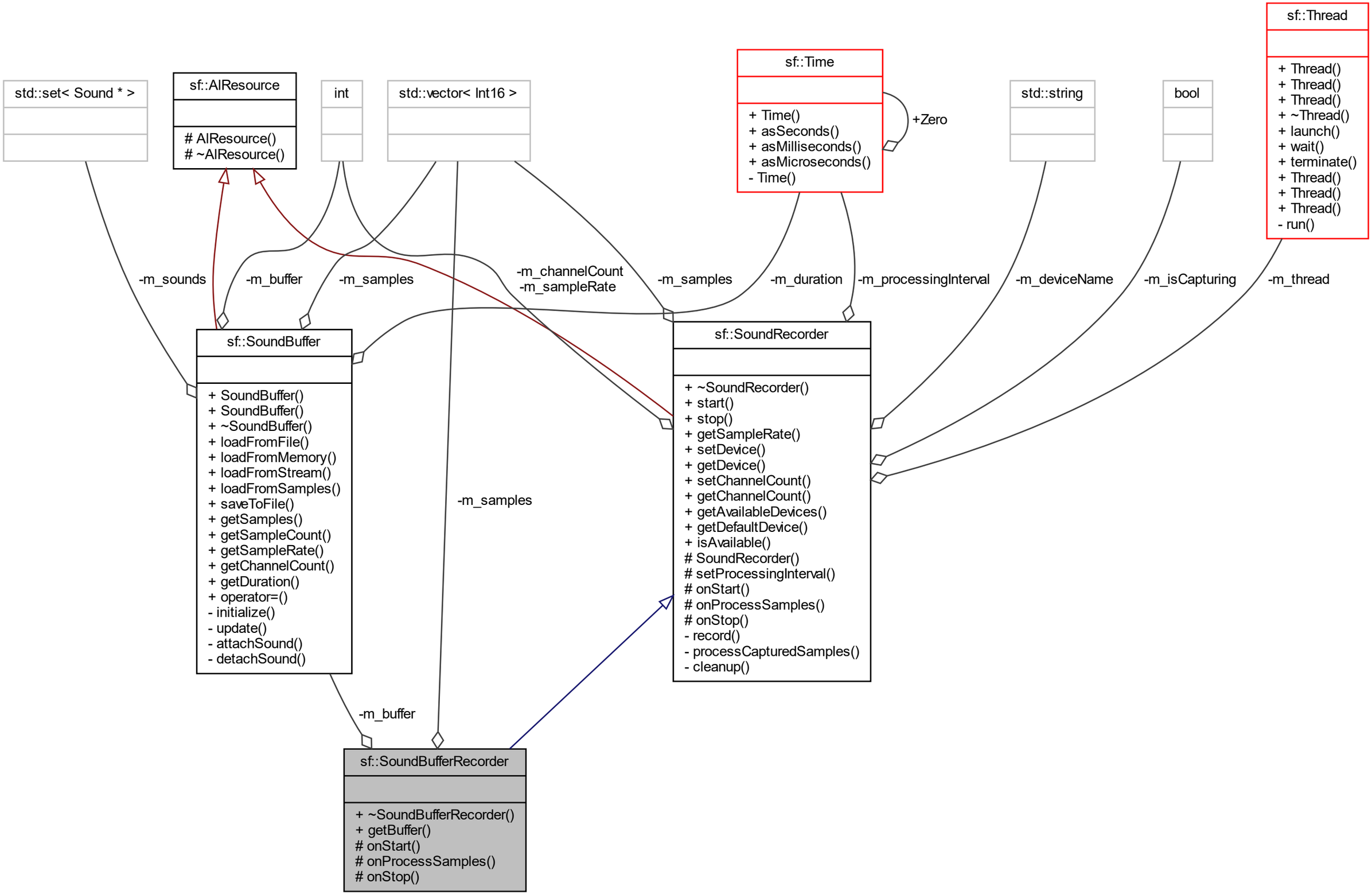
std::set< Sound * >
sf::AlResource
AlResource()
~AlResource()
int
std::vector< Int16 >
sf::Time
+ Time()
+ asSeconds()
+ asMilliseconds()
+ asMicroseconds()
- Time()
+Zero
std::string
bool
sf::Thread
+ Thread()
+ Thread()
+ Thread()
+ ~Thread()
+ launch()
+ wait()
+ terminate()
+ Thread()
+ Thread()
+ Thread()
- run()
-m_sounds
-m_buffer
-m_samples
-m_channelCount
-m_sampleRate
-m_samples
-m_duration
-m_processingInterval
-m_deviceName
-m_isCapturing
-m_thread
sf::SoundBuffer
+ SoundBuffer()
+ SoundBuffer()
+ ~SoundBuffer()
+ loadFromFile()
+ loadFromMemory()
+ loadFromStream()
+ loadFromSamples()
+ saveToFile()
+ getSamples()
+ getSampleCount()
+ getSampleRate()
+ getChannelCount()
+ getDuration()
+ operator=()
- initialize()
- update()
- attachSound()
- detachSound()
sf::SoundRecorder
+ ~SoundRecorder()
+ start()
+ stop()
+ getSampleRate()
+ setDevice()
+ getDevice()
+ setChannelCount()
+ getChannelCount()
+ getAvailableDevices()
+ getDefaultDevice()
+ isAvailable()
# SoundRecorder()
# setProcessingInterval()
# onStart()
# onProcessSamples()
# onStop()
- record()
- processCapturedSamples()
- cleanup()
-m_samples
-m_buffer
sf::SoundBufferRecorder
+ ~SoundBufferRecorder()
+ getBuffer()
# onStart()
# onProcessSamples()
# onStop()