```
sf::SoundSource
# m source
+ SoundSource()
+ ~SoundSource()
+ setPitch()
+ setVolume()
+ setPosition()
+ setPosition()
+ setRelativeToListener()
+ setMinDistance()
+ setAttenuation()
+ getPitch()
and 10 more...
# SoundSource()
       sf::Sound
  - m buffer
  + Sound()
  + Sound()
  + Sound()
  + ~Sound()
  + play()
  + pause()
  + stop()
  + setBuffer()
  + setLoop()
  + setPlayingOffset()
  and 6 more...
        sounds
    + idle buffer
    + sounds()
    + setupSound()
    + ~sounds()
```