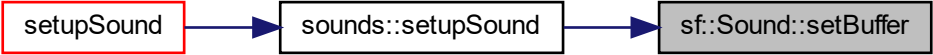


setupSound

sounds::setupSound

sf::Sound::setBuffer



```
graph LR; A[setupSound] --> B[sounds::setupSound]; B --> C[sf::Sound::setBuffer];
```