sf::AIResource

AIResource()
~AIResource()

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sf::SoundRecorder

- m_thread
- m_samples
- m_sampleRate
- m_processingInterval
- m_isCapturing
- m_deviceName
- m_channelCount

+ ~SoundRecorder()
+ start()
+ stop()
+ getSampleRate()
+ setDevice()
+ getDevice()
+ setChannelCount()
+ getChannelCount()
+ getAvailableDevices()
+ getDefaultDevice()
+ isAvailable()
# SoundRecorder()
# setProcessingInterval()
# onStart()
# onProcessSamples()
# onStop()
- record()
- processCapturedSamples()
- cleanup()

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sf::SoundBufferRecorder

- m_samples
- m_buffer

+ ~SoundBufferRecorder()
+ getBuffer()
# onStart()
# onProcessSamples()
# onStop()