sf::SoundSource

m_source

+ SoundSource()
+ ~SoundSource()
+ setPitch()
+ setVolume()
+ setPosition()
+ setPosition()
+ setRelativeToListener()
+ setMinDistance()
+ setAttenuation()
+ getPitch()
and 10 more...
SoundSource()

sf::SoundStream

- m_thread
- m_threadMutex
- m_threadStartState
- m_isStreaming
- m_buffers
- m_channelCount
- m_sampleRate
- m_format
- m_loop
- m_samplesProcessed
- m_bufferSeeks

+ ~SoundStream()
+ play()
+ pause()
+ stop()
+ getChannelCount()
+ getSampleRate()
+ getStatus()
+ setPlayingOffset()
+ getPlayingOffset()
+ setLoop()
+ getLoop()
# SoundStream()
# initialize()
# onGetData()
# onSeek()
# onLoop()
- streamData()
- fillAndPushBuffer()
- fillQueue()
- clearQueue()

sf::Music

- m_file
- m_samples
- m_mutex
- m_loopSpan

+ Music()
+ ~Music()
+ openFromFile()
+ openFromMemory()
+ openFromStream()
+ getDuration()
+ getLoopPoints()
+ setLoopPoints()
# onGetData()
# onSeek()
# onLoop()
- initialize()
- timeToSamples()
- samplesToTime()