SFML

* [Main Page](http://docs.google.com/index.htm)
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* [File List](http://docs.google.com/files.htm)
* [include](http://docs.google.com/dir_f3190241575fd2bd132a392ae6942f4a.htm)
* [SFML](http://docs.google.com/dir_692f376662c82a26cfe4cfa3aceebe24.htm)
* [Audio](http://docs.google.com/dir_3c6cd700807083a0c327f22d879e95e3.htm)

Listener.hpp

1

2 //

3 // SFML - Simple and Fast Multimedia Library

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5 //

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22 //

24

25 #ifndef SFML\_LISTENER\_HPP

26 #define SFML\_LISTENER\_HPP

27

29 // Headers

31 #include <SFML/Audio/Export.hpp>

32 #include <SFML/System/Vector3.hpp>

33

34

35 namespace sf

36 {

[42](http://docs.google.com/classsf_1_1Listener.htm) class SFML\_AUDIO\_API [Listener](http://docs.google.com/classsf_1_1Listener.htm)

43 {

44 public :

45

58  static void setGlobalVolume(float volume);

59

68  static float getGlobalVolume();

69

82  static void setPosition(float x, float y, float z);

83

94  static void setPosition(const [Vector3f](http://docs.google.com/classsf_1_1Vector3.htm)& position);

95

104  static [Vector3f](http://docs.google.com/classsf_1_1Vector3.htm) getPosition();

105

121  static void setDirection(float x, float y, float z);

122

136  static void setDirection(const [Vector3f](http://docs.google.com/classsf_1_1Vector3.htm)& direction);

137

146  static [Vector3f](http://docs.google.com/classsf_1_1Vector3.htm) getDirection();

147 };

148

149 } // namespace sf

150

151

152 #endif // SFML\_LISTENER\_HPP

153

154

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