SFML

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

SoundBufferRecorder.hpp

1

2 //

3 // SFML - Simple and Fast Multimedia Library

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5 //

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22 //

24

25 #ifndef SFML\_SOUNDBUFFERRECORDER\_HPP

26 #define SFML\_SOUNDBUFFERRECORDER\_HPP

27

29 // Headers

31 #include <SFML/Audio/Export.hpp>

32 #include <SFML/Audio/SoundBuffer.hpp>

33 #include <SFML/Audio/SoundRecorder.hpp>

34 #include <vector>

35

36

37 namespace sf

38 {

[44](http://docs.google.com/classsf_1_1SoundBufferRecorder.htm) class SFML\_AUDIO\_API [SoundBufferRecorder](http://docs.google.com/classsf_1_1SoundBufferRecorder.htm) : public [SoundRecorder](http://docs.google.com/classsf_1_1SoundRecorder.htm)

45 {

46 public :

47

59  const [SoundBuffer](http://docs.google.com/classsf_1_1SoundBuffer.htm)& getBuffer() const;

60

61 protected:

62

69  virtual bool onStart();

70

80  virtual bool onProcessSamples(const Int16\* samples, std::size\_t sampleCount);

81

86  virtual void onStop();

87

88 private :

89

91  // Member data

93  std::vector<Int16> m\_samples;

94  [SoundBuffer](http://docs.google.com/classsf_1_1SoundBuffer.htm) m\_buffer;

95 };

96

97 } // namespace sf

98

99 #endif // SFML\_SOUNDBUFFERRECORDER\_HPP

100

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