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)

SoundBuffer.hpp

1

2 //

3 // SFML - Simple and Fast Multimedia Library

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5 //

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22 //

24

25 #ifndef SFML\_SOUNDBUFFER\_HPP

26 #define SFML\_SOUNDBUFFER\_HPP

27

29 // Headers

31 #include <SFML/Audio/Export.hpp>

32 #include <SFML/System/Time.hpp>

33 #include <string>

34 #include <vector>

35 #include <set>

36

37

38 namespace sf

39 {

40 namespace priv

41 {

42  class SoundFile;

43 }

44

45 class Sound;

46 class InputStream;

47

[52](http://docs.google.com/classsf_1_1SoundBuffer.htm) class SFML\_AUDIO\_API [SoundBuffer](http://docs.google.com/classsf_1_1SoundBuffer.htm)

53 {

54 public :

55

60  [SoundBuffer](http://docs.google.com/classsf_1_1SoundBuffer.htm)();

61

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

69

74  ~[SoundBuffer](http://docs.google.com/classsf_1_1SoundBuffer.htm)();

75

90  bool loadFromFile(const std::string& filename);

91

107  bool loadFromMemory(const void\* data, std::size\_t sizeInBytes);

108

123  bool loadFromStream([InputStream](http://docs.google.com/classsf_1_1InputStream.htm)& stream);

124

141  bool loadFromSamples(const Int16\* samples, std::size\_t sampleCount, unsigned int channelCount, unsigned int sampleRate);

142

157  bool saveToFile(const std::string& filename) const;

158

171  const Int16\* getSamples() const;

172

184  std::size\_t getSampleCount() const;

185

198  unsigned int getSampleRate() const;

199

211  unsigned int getChannelCount() const;

212

221  [Time](http://docs.google.com/classsf_1_1Time.htm) getDuration() const;

222

231  [SoundBuffer](http://docs.google.com/classsf_1_1SoundBuffer.htm)& operator =(const [SoundBuffer](http://docs.google.com/classsf_1_1SoundBuffer.htm)& right);

232

233 private :

234

235  friend class [Sound](http://docs.google.com/classsf_1_1Sound.htm);

236

245  bool initialize(priv::SoundFile& file);

246

256  bool update(unsigned int channelCount, unsigned int sampleRate);

257

264  void attachSound([Sound](http://docs.google.com/classsf_1_1Sound.htm)\* sound) const;

265

272  void detachSound([Sound](http://docs.google.com/classsf_1_1Sound.htm)\* sound) const;

273

275  // Types

277  typedef std::set<Sound\*> SoundList;

278

280  // Member data

282  unsigned int m\_buffer;

283  std::vector<Int16> m\_samples;

284  [Time](http://docs.google.com/classsf_1_1Time.htm) m\_duration;

285  mutable SoundList m\_sounds;

286 };

287

288 } // namespace sf

289

290

291 #endif // SFML\_SOUNDBUFFER\_HPP

292

293

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