SFML

* [Main Page](http://docs.google.com/index.htm)
* [Modules](http://docs.google.com/modules.htm)
* [Classes](http://docs.google.com/annotated.htm)
* [Files](http://docs.google.com/files.htm)
* [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)

SoundSource.hpp

1

2 //

3 // SFML - Simple and Fast Multimedia Library

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5 //

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22 //

24

25 #ifndef SFML\_SOUNDSOURCE\_HPP

26 #define SFML\_SOUNDSOURCE\_HPP

27

29 // Headers

31 #include <SFML/Audio/Export.hpp>

32 #include <SFML/System/Vector3.hpp>

33

34

35 namespace sf

36 {

[41](http://docs.google.com/classsf_1_1SoundSource.htm) class SFML\_AUDIO\_API [SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm)

42 {

43 public :

44

[49](http://docs.google.com/classsf_1_1SoundSource.htm#ac43af72c98c077500b239bc75b812f03)  enum [Status](http://docs.google.com/classsf_1_1SoundSource.htm#ac43af72c98c077500b239bc75b812f03)

50  {

[51](http://docs.google.com/classsf_1_1SoundSource.htm#ac43af72c98c077500b239bc75b812f03adabb01e8aa85b2f54b344890addf764a)  [Stopped](http://docs.google.com/classsf_1_1SoundSource.htm#ac43af72c98c077500b239bc75b812f03adabb01e8aa85b2f54b344890addf764a),

[52](http://docs.google.com/classsf_1_1SoundSource.htm#ac43af72c98c077500b239bc75b812f03ac3ca1fcc0394267c9bdbe3dc0a8a7e41)  [Paused](http://docs.google.com/classsf_1_1SoundSource.htm#ac43af72c98c077500b239bc75b812f03ac3ca1fcc0394267c9bdbe3dc0a8a7e41),

[53](http://docs.google.com/classsf_1_1SoundSource.htm#ac43af72c98c077500b239bc75b812f03af07bdea9f70ef7606dfc9f955beeee18)  Playing

54  };

55

62  [SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm)(const [SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm)& copy);

63

68  virtual ~[SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm)();

69

84  void setPitch(float pitch);

85

97  void setVolume(float volume);

98

113  void setPosition(float x, float y, float z);

114

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

128

143  void setRelativeToListener(bool relative);

144

160  void setMinDistance(float distance);

161

179  void setAttenuation(float attenuation);

180

189  float getPitch() const;

190

199  float getVolume() const;

200

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

210

220  bool isRelativeToListener() const;

221

230  float getMinDistance() const;

231

240  float getAttenuation() const;

241

242 protected :

243

250  [SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm)();

251

258  Status getStatus() const;

259

261  // Member data

[263](http://docs.google.com/classsf_1_1SoundSource.htm#a0223cef4b1c587e6e1e17b4c92c4479c)  unsigned int [m\_source](http://docs.google.com/classsf_1_1SoundSource.htm#a0223cef4b1c587e6e1e17b4c92c4479c);

264 };

265

266 } // namespace sf

267

268

269 #endif // SFML\_SOUNDSOURCE\_HPP

270

271

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