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)

Sound.hpp

1

2 //

3 // SFML - Simple and Fast Multimedia Library

4 // Copyright (C) 2007-2013 Laurent Gomila (laurent.gom@gmail.com)

5 //

6 // This software is provided 'as-is', without any express or implied warranty.

7 // In no event will the authors be held liable for any damages arising from the use of this software.

8 //

9 // Permission is granted to anyone to use this software for any purpose,

10 // including commercial applications, and to alter it and redistribute it freely,

11 // subject to the following restrictions:

12 //

13 // 1. The origin of this software must not be misrepresented;

14 // you must not claim that you wrote the original software.

15 // If you use this software in a product, an acknowledgment

16 // in the product documentation would be appreciated but is not required.

17 //

18 // 2. Altered source versions must be plainly marked as such,

19 // and must not be misrepresented as being the original software.

20 //

21 // 3. This notice may not be removed or altered from any source distribution.

22 //

24

25 #ifndef SFML\_SOUND\_HPP

26 #define SFML\_SOUND\_HPP

27

29 // Headers

31 #include <SFML/Audio/Export.hpp>

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

33 #include <SFML/System/Time.hpp>

34 #include <cstdlib>

35

36

37 namespace sf

38 {

39 class SoundBuffer;

40

[45](http://docs.google.com/classsf_1_1Sound.htm) class SFML\_AUDIO\_API [Sound](http://docs.google.com/classsf_1_1Sound.htm) : public [SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm)

46 {

47 public :

48

53  [Sound](http://docs.google.com/classsf_1_1Sound.htm)();

54

61  explicit [Sound](http://docs.google.com/classsf_1_1Sound.htm)(const [SoundBuffer](http://docs.google.com/classsf_1_1SoundBuffer.htm)& buffer);

62

69  [Sound](http://docs.google.com/classsf_1_1Sound.htm)(const [Sound](http://docs.google.com/classsf_1_1Sound.htm)& copy);

70

75  ~[Sound](http://docs.google.com/classsf_1_1Sound.htm)();

76

89  void play();

90

100  void pause();

101

112  void stop();

113

126  void setBuffer(const [SoundBuffer](http://docs.google.com/classsf_1_1SoundBuffer.htm)& buffer);

127

141  void setLoop(bool loop);

142

154  void setPlayingOffset([Time](http://docs.google.com/classsf_1_1Time.htm) timeOffset);

155

162  const [SoundBuffer](http://docs.google.com/classsf_1_1SoundBuffer.htm)\* getBuffer() const;

163

172  bool getLoop() const;

173

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

183

190  [Status](http://docs.google.com/classsf_1_1SoundSource.htm#ac43af72c98c077500b239bc75b812f03) getStatus() const;

191

200  [Sound](http://docs.google.com/classsf_1_1Sound.htm)& operator =(const [Sound](http://docs.google.com/classsf_1_1Sound.htm)& right);

201

211  void resetBuffer();

212

213 private :

214

216  // Member data

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

219 };

220

221 } // namespace sf

222

223

224 #endif // SFML\_SOUND\_HPP

225

226

Copyright � Laurent Gomila  ::  Documentation generated by [doxygen](http://www.doxygen.org/)  ::