SFML

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sf::Music Member List

This is the complete list of members for [sf::Music](http://docs.google.com/classsf_1_1Music.htm), including all inherited members.

| [getAttenuation](http://docs.google.com/classsf_1_1SoundSource.htm#ac5f5ffef8930bb573f43d47cbc779bf6)() const | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| --- | --- | --- |
| [getChannelCount](http://docs.google.com/classsf_1_1SoundStream.htm#a68dedd0a2c26e6937c80fab3d235edea)() const | [sf::SoundStream](http://docs.google.com/classsf_1_1SoundStream.htm) |  |
| [getDuration](http://docs.google.com/classsf_1_1Music.htm#af4738b69c4c5038f71414ad7ffbbdc2b)() const | [sf::Music](http://docs.google.com/classsf_1_1Music.htm) |  |
| [getLoop](http://docs.google.com/classsf_1_1SoundStream.htm#ad8bbf6c0d2ff2d75e19035dea3fd77c3)() const | [sf::SoundStream](http://docs.google.com/classsf_1_1SoundStream.htm) |  |
| [getMinDistance](http://docs.google.com/classsf_1_1SoundSource.htm#a3379b9f7a0f0e31ab9a4e5fa1762986e)() const | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [getPitch](http://docs.google.com/classsf_1_1SoundSource.htm#aedad6aff442aeb6dcd267befd4fdbb59)() const | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [getPlayingOffset](http://docs.google.com/classsf_1_1SoundStream.htm#a6070416e1e1a11b5915e9314dd6638f7)() const | [sf::SoundStream](http://docs.google.com/classsf_1_1SoundStream.htm) |  |
| [getPosition](http://docs.google.com/classsf_1_1SoundSource.htm#a4c3bc60286f488aaf2941ab76476eebc)() const | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [getSampleRate](http://docs.google.com/classsf_1_1SoundStream.htm#aad1da51c7a752682ca208bf11e3349bb)() const | [sf::SoundStream](http://docs.google.com/classsf_1_1SoundStream.htm) |  |
| [getStatus](http://docs.google.com/classsf_1_1SoundStream.htm#a75f722e7edcfa9952ff0c643966c6858)() const | [sf::SoundStream](http://docs.google.com/classsf_1_1SoundStream.htm) |  |
| [getVolume](http://docs.google.com/classsf_1_1SoundSource.htm#aafb0558fce9cbebfc6828d932cbcce2f)() const | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [sf::SoundStream::initialize](http://docs.google.com/classsf_1_1SoundStream.htm#a9c351711198ee1aa77c2fefd3ced4d2c)(unsigned int channelCount, unsigned int sampleRate) | [sf::SoundStream](http://docs.google.com/classsf_1_1SoundStream.htm) | protected |
| [isRelativeToListener](http://docs.google.com/classsf_1_1SoundSource.htm#a5cb9107e1c47f65ab82c4885436061ef)() const | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [m\_source](http://docs.google.com/classsf_1_1SoundSource.htm#a0223cef4b1c587e6e1e17b4c92c4479c) | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) | protected |
| [Music](http://docs.google.com/classsf_1_1Music.htm#a0bc787d8e022b3a9b89cf2c28befd42e)() | [sf::Music](http://docs.google.com/classsf_1_1Music.htm) |  |
| [onGetData](http://docs.google.com/classsf_1_1Music.htm#aca1bcb4e5d56a854133e74bd86374463)(Chunk &data) | [sf::Music](http://docs.google.com/classsf_1_1Music.htm) | protectedvirtual |
| [onSeek](http://docs.google.com/classsf_1_1Music.htm#a15119cc0419c16bb334fa0698699c02e)(Time timeOffset) | [sf::Music](http://docs.google.com/classsf_1_1Music.htm) | protectedvirtual |
| [openFromFile](http://docs.google.com/classsf_1_1Music.htm#a3edc66e5f5b3f11e84b90eaec9c7d7c0)(const std::string &filename) | [sf::Music](http://docs.google.com/classsf_1_1Music.htm) |  |
| [openFromMemory](http://docs.google.com/classsf_1_1Music.htm#ae93b21bcf28ff0b5fec458039111386e)(const void \*data, std::size\_t sizeInBytes) | [sf::Music](http://docs.google.com/classsf_1_1Music.htm) |  |
| [openFromStream](http://docs.google.com/classsf_1_1Music.htm#a4e55d1910a26858b44778c26b237d673)(InputStream &stream) | [sf::Music](http://docs.google.com/classsf_1_1Music.htm) |  |
| [pause](http://docs.google.com/classsf_1_1SoundStream.htm#a932ff181e661503cad288b4bb6fe45ca)() | [sf::SoundStream](http://docs.google.com/classsf_1_1SoundStream.htm) |  |
| [Paused](http://docs.google.com/classsf_1_1SoundSource.htm#ac43af72c98c077500b239bc75b812f03ac3ca1fcc0394267c9bdbe3dc0a8a7e41) enum value | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [play](http://docs.google.com/classsf_1_1SoundStream.htm#afdc08b69cab5f243d9324940a85a1144)() | [sf::SoundStream](http://docs.google.com/classsf_1_1SoundStream.htm) |  |
| [Playing](http://docs.google.com/classsf_1_1SoundSource.htm#ac43af72c98c077500b239bc75b812f03af07bdea9f70ef7606dfc9f955beeee18) enum value | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [setAttenuation](http://docs.google.com/classsf_1_1SoundSource.htm#aa2adff44cd2f8b4e3c7315d7c2a45626)(float attenuation) | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [setLoop](http://docs.google.com/classsf_1_1SoundStream.htm#a43fade018ffba7e4f847a9f00b353f3d)(bool loop) | [sf::SoundStream](http://docs.google.com/classsf_1_1SoundStream.htm) |  |
| [setMinDistance](http://docs.google.com/classsf_1_1SoundSource.htm#a75bbc2c34addc8b25a14edb908508afe)(float distance) | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [setPitch](http://docs.google.com/classsf_1_1SoundSource.htm#a72a13695ed48b7f7b55e7cd4431f4bb6)(float pitch) | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [setPlayingOffset](http://docs.google.com/classsf_1_1SoundStream.htm#af416a5f84c8750d2acb9821d78bc8646)(Time timeOffset) | [sf::SoundStream](http://docs.google.com/classsf_1_1SoundStream.htm) |  |
| [setPosition](http://docs.google.com/classsf_1_1SoundSource.htm#a0480257ea25d986eba6cc3c1a6f8d7c2)(float x, float y, float z) | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [setPosition](http://docs.google.com/classsf_1_1SoundSource.htm#a17ba9ed01925395652181a7b2a7d3aef)(const Vector3f &position) | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [setRelativeToListener](http://docs.google.com/classsf_1_1SoundSource.htm#ac478a8b813faf7dd575635b102081d0d)(bool relative) | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [setVolume](http://docs.google.com/classsf_1_1SoundSource.htm#a2f192f2b49fb8e2b82f3498d3663fcc2)(float volume) | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm#ae0c7728c1449fdebe65749ab6fcb3170)(const SoundSource &copy) | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm#aefa4bd4460f387d81a0637d293979436)() | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) | protected |
| [SoundStream](http://docs.google.com/classsf_1_1SoundStream.htm#a769d08f4c3c6b4340ef3a838329d2e5c)() | [sf::SoundStream](http://docs.google.com/classsf_1_1SoundStream.htm) | protected |
| [Status](http://docs.google.com/classsf_1_1SoundSource.htm#ac43af72c98c077500b239bc75b812f03) enum name | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [stop](http://docs.google.com/classsf_1_1SoundStream.htm#a16cc6a0404b32e42c4dce184bb94d0f4)() | [sf::SoundStream](http://docs.google.com/classsf_1_1SoundStream.htm) |  |
| [Stopped](http://docs.google.com/classsf_1_1SoundSource.htm#ac43af72c98c077500b239bc75b812f03adabb01e8aa85b2f54b344890addf764a) enum value | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [~Music](http://docs.google.com/classsf_1_1Music.htm#a4c65860fed2f01d0eaa6c4199870414b)() | [sf::Music](http://docs.google.com/classsf_1_1Music.htm) |  |
| [~SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm#a77c7c1524f8cb81df2de9375b0f87c5c)() | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) | virtual |
| [~SoundStream](http://docs.google.com/classsf_1_1SoundStream.htm#a1fafb9f1ca572d23d7d6a17921860d85)() | [sf::SoundStream](http://docs.google.com/classsf_1_1SoundStream.htm) | virtual |

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