SFML

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sf::Sound Member List

This is the complete list of members for [sf::Sound](http://docs.google.com/classsf_1_1Sound.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) |  |
| --- | --- | --- |
| [getBuffer](http://docs.google.com/classsf_1_1Sound.htm#a5f2f1ec6603f73625f393f0e9ab64476)() const | [sf::Sound](http://docs.google.com/classsf_1_1Sound.htm) |  |
| [getLoop](http://docs.google.com/classsf_1_1Sound.htm#a603fbd32b519ae1680c40d8ddfc7ea51)() const | [sf::Sound](http://docs.google.com/classsf_1_1Sound.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_1Sound.htm#aeca741a3442d9934369a986ad40f19c0)() const | [sf::Sound](http://docs.google.com/classsf_1_1Sound.htm) |  |
| [getPosition](http://docs.google.com/classsf_1_1SoundSource.htm#a4c3bc60286f488aaf2941ab76476eebc)() const | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [getStatus](http://docs.google.com/classsf_1_1Sound.htm#ae8b4084ff8f460b7a2bf9d39e846dab9)() const | [sf::Sound](http://docs.google.com/classsf_1_1Sound.htm) |  |
| [getVolume](http://docs.google.com/classsf_1_1SoundSource.htm#aafb0558fce9cbebfc6828d932cbcce2f)() const | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [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 |
| [operator=](http://docs.google.com/classsf_1_1Sound.htm#a08c64c9c1dabeebc59fbf2540d81d4dd)(const Sound &right) | [sf::Sound](http://docs.google.com/classsf_1_1Sound.htm) |  |
| [pause](http://docs.google.com/classsf_1_1Sound.htm#a5eeb25815bfa8cdc4a6cc000b7b19ad5)() | [sf::Sound](http://docs.google.com/classsf_1_1Sound.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_1Sound.htm#a2953ffe632536e72e696fd880ced2532)() | [sf::Sound](http://docs.google.com/classsf_1_1Sound.htm) |  |
| [Playing](http://docs.google.com/classsf_1_1SoundSource.htm#ac43af72c98c077500b239bc75b812f03af07bdea9f70ef7606dfc9f955beeee18) enum value | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [resetBuffer](http://docs.google.com/classsf_1_1Sound.htm#acb7289d45e06fb76b8292ac84beb82a7)() | [sf::Sound](http://docs.google.com/classsf_1_1Sound.htm) |  |
| [setAttenuation](http://docs.google.com/classsf_1_1SoundSource.htm#aa2adff44cd2f8b4e3c7315d7c2a45626)(float attenuation) | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [setBuffer](http://docs.google.com/classsf_1_1Sound.htm#a8b395e9713d0efa48a18628c8ec1972e)(const SoundBuffer &buffer) | [sf::Sound](http://docs.google.com/classsf_1_1Sound.htm) |  |
| [setLoop](http://docs.google.com/classsf_1_1Sound.htm#af23ab4f78f975bbabac031102321612b)(bool loop) | [sf::Sound](http://docs.google.com/classsf_1_1Sound.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_1Sound.htm#ab905677846558042022dd6ab15cddff0)(Time timeOffset) | [sf::Sound](http://docs.google.com/classsf_1_1Sound.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) |  |
| [Sound](http://docs.google.com/classsf_1_1Sound.htm#a36ab74beaaa953d9879c933ddd246282)() | [sf::Sound](http://docs.google.com/classsf_1_1Sound.htm) |  |
| [Sound](http://docs.google.com/classsf_1_1Sound.htm#a3b1cfc19a856d4ff8c079ee41bb78e69)(const SoundBuffer &buffer) | [sf::Sound](http://docs.google.com/classsf_1_1Sound.htm) | explicit |
| [Sound](http://docs.google.com/classsf_1_1Sound.htm#ae05eeed6377932694d86b3011be366c0)(const Sound &copy) | [sf::Sound](http://docs.google.com/classsf_1_1Sound.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 |
| [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_1Sound.htm#aa9c91c34f7c6d344d5ee9b997511f754)() | [sf::Sound](http://docs.google.com/classsf_1_1Sound.htm) |  |
| [Stopped](http://docs.google.com/classsf_1_1SoundSource.htm#ac43af72c98c077500b239bc75b812f03adabb01e8aa85b2f54b344890addf764a) enum value | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |  |
| [~Sound](http://docs.google.com/classsf_1_1Sound.htm#ad0792c35310eba2dffd8489c80fad076)() | [sf::Sound](http://docs.google.com/classsf_1_1Sound.htm) |  |
| [~SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm#a77c7c1524f8cb81df2de9375b0f87c5c)() | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) | virtual |

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