SFML

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[Classes](#_gjdgxs)

Audio module

Sounds, streaming (musics or custom sources), recording, spatialization. [More...](#30j0zll)

| Classes | |
| --- | --- |
| class | [sf::Listener](http://docs.google.com/classsf_1_1Listener.htm) |
|  | The audio listener is the point in the scene from where all the sounds are heard. [More...](http://docs.google.com/classsf_1_1Listener.htm#details) |
|  | |
| class | [sf::Music](http://docs.google.com/classsf_1_1Music.htm) |
|  | Streamed music played from an audio file. [More...](http://docs.google.com/classsf_1_1Music.htm#details) |
|  | |
| class | [sf::Sound](http://docs.google.com/classsf_1_1Sound.htm) |
|  | Regular sound that can be played in the audio environment. [More...](http://docs.google.com/classsf_1_1Sound.htm#details) |
|  | |
| class | [sf::SoundBuffer](http://docs.google.com/classsf_1_1SoundBuffer.htm) |
|  | Storage for audio samples defining a sound. [More...](http://docs.google.com/classsf_1_1SoundBuffer.htm#details) |
|  | |
| class | [sf::SoundBufferRecorder](http://docs.google.com/classsf_1_1SoundBufferRecorder.htm) |
|  | Specialized [SoundRecorder](http://docs.google.com/classsf_1_1SoundRecorder.htm) which stores the captured audio data into a sound buffer. [More...](http://docs.google.com/classsf_1_1SoundBufferRecorder.htm#details) |
|  | |
| class | [sf::SoundRecorder](http://docs.google.com/classsf_1_1SoundRecorder.htm) |
|  | Abstract base class for capturing sound data. [More...](http://docs.google.com/classsf_1_1SoundRecorder.htm#details) |
|  | |
| class | [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm) |
|  | Base class defining a sound's properties. [More...](http://docs.google.com/classsf_1_1SoundSource.htm#details) |
|  | |
| class | [sf::SoundStream](http://docs.google.com/classsf_1_1SoundStream.htm) |
|  | Abstract base class for streamed audio sources. [More...](http://docs.google.com/classsf_1_1SoundStream.htm#details) |
|  | |
| struct | [sf::SoundStream::Chunk](http://docs.google.com/structsf_1_1SoundStream_1_1Chunk.htm) |
|  | Structure defining a chunk of audio data to stream. [More...](http://docs.google.com/structsf_1_1SoundStream_1_1Chunk.htm#details) |
|  | |

## Detailed Description

Sounds, streaming (musics or custom sources), recording, spatialization.

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