AudioService

+ virtual ~AudioService ()=default
+ virtual void playSound (SoundID id, float volume =100.f, float pitch=1.f)=0
+ virtual void playMusic (MusicID id, float fadeInSec =2.f)=0
+ virtual void stopMusic (float fadeOutSec=2.f)=0
+ virtual void setMasterVolume (float vol)=0
+ virtual void update (float dt)=0

AudioManager

- std::unordered_map < SoundID, sf::SoundBuffer > _buffers
- std::unordered_map < MusicID, std::string > _musicFiles
- std::vector< std::unique _ptr< sf::Sound > > _activeSounds
- std::unique_ptr< sf ::Music > _currentMusic
- float _masterVolume
- float _fadeDuration
- float _fadeTimer
- float _startVolume
- float _targetVolume
- enum AudioManager:: FadeState _fadeState

+ bool init()
+ void playSound(SoundID id, float volume=100.f, float pitch=1.f) override
+ void playMusic(MusicID id, float fadeInSec=0.5f) override
+ void stopMusic(float fadeOutSec=0.5f) override
+ void setMasterVolume (float vol) override
+ void update(float dt) override
- void loadAllSounds()
- void loadAllMusic()
- sf::Sound * spawnSoundInstance (SoundID id)