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

std::unique_ptr< sf
 <pre>::Music > _currentMusic

 float _masterVolume
 float _fadeDuration
 float _fadeTimer
 float _startVolume
 float _targetVolume
 enum AudioManager::
 FadeState _fadeState

+ bool init()

override

override

(SoundID id)

+ void stopMusic(float

+ void setMasterVolume (float vol) override+ void update(float dt)

void loadAllSounds()
void loadAllMusic()

fadeOutSec=0.5f) override

sf::Sound * spawnSoundInstance

+ void playSound(SoundID id, float volume=100.f, float pitch=1.f) override
 + void playMusic(MusicID id, float fadeInSec=0.5f)

_ptr< sf::Sound > > _activeSounds