SoundManager

+ void loadSound(const std::string &name, const std::string &filename)
+ void playSound(const std::string &name)
+ void stopSound(const std::string &name)
+ void setSoundVolume(const std::string &name, float volume)
+ void setGlobalSoundVolume(float volume)
+ void loadMusic(const std::string &name, const std::string &filename)
+ void playMusic(const std::string &name, bool loop)
+ void stopMusic(const std::string &name)
+ void setMusicVolume(const std::string &name, float volume)
+ void setGlobalMusicVolume(float volume)
+ void addToPlaylist(const std::string &name)
+ void playNextTrack()
+ void updateMusicTrack()
+ void stopAllMusic()
+ SoundManager(const SoundManager &)=delete
+ SoundManager & operator=(const SoundManager &)=delete
+ static SoundManager & getInstance()