

Magnum::AudioSourceBase  
::set3DDopplerLevel



```
graph LR; A[Magnum::AudioSourceBase::set3DDopplerLevel] --> B[Magnum::AudioComponent::getSystemHandle]
```

A diagram showing a call from `Magnum::AudioSourceBase::set3DDopplerLevel` to `Magnum::AudioComponent::getSystemHandle`. The call is represented by a blue arrow pointing from the left box to the right box.

Magnum::AudioComponent  
::getSystemHandle