

```
for(AudioReceiber ar : receibers){
    ar.play(sound,origin);
}
```

AudioManager

Public Class

instance: AudioManager

receibers: Collection<AudioReceiber>

getInstance() : AudioManager

broadcast(sound: Sound, origin: Vector2) : void

Suscribe(ar: AudioReceiber) : void

Unsuscribe(ar: AudioReceiber) : void

Component

Public Class

transform() : Transform

Sound

Public Interface

play() : void

setPan(pan: float) : void

setVol(vol: float) : void

AudioReceiber

Public Class

play(sound: Sound, origin: Vector2) : void

AudioSource

Public Class

sound: privateSound

playSound() : void

```
float pan = calculatePan(origin, transform().position());
float vol = calculateVol(origin, transform().position());
sound.setPan(pan);
sound.setVolume(vol);
sound.play();
```

```
AudioManager.getInstance().broadcast(
    sound,transform().position());
```

