

Babel::IAudioManager

- + getInputChannelsNumber()
- + getOutputChannelsNumber()
- + setOutputChannelsNumber()
- + setInputChannelsNumber()
- + setSampleRate()
- + getSampleRate()
- + getRecordTime()
- + setRecordTime()
- + getFramesPerBuffer()
- + setFramesPerBuffer()
- and 7 more...