

SDL2pp::Mixer
+ Mixer() + ~Mixer() + Mixer() + operator=() + Mixer() + operator=() + AllocateChannels() + GetNumChannels() + SetVolume() + GetVolume() + PlayChannel() + PlayChannel() + FadeInChannel() + FadeInChannel() + PauseChannel() + ResumeChannel() + HaltChannel() + ExpireChannel() + FadeOutChannel() + SetChannelFinishedHandler() + RemoveChannelFinishedHandler() + IsChannelPlaying() + IsChannelPaused() + GetChannelFading() + ReserveChannels() + GroupChannel() + GroupChannels() + GetGroupNumChannels() + GetGroupAvailableChannel() + GetGroupOldestChannel() + GetGroupNewestChannel() + FadeOutGroup() + HaltGroup() + PlayMusic() + FadeInMusic() + SetMusicHook() + SetMusicVolume() + GetMusicVolume() + PauseMusic() + ResumeMusic() + RewindMusic() + SetMusicPosition() + HaltMusic() + FadeOutMusic() + SetMusicFinishedHandler() + RemoveMusicFinishedHandler() + IsMusicPlaying() + IsMusicPaused() + GetMusicFading() + SetPanning() + UnsetPanning() + SetDistance() + UnsetDistance() + SetPosition() + UnsetPosition() + SetReverseStereo() + UnsetReverseStereo() * Mixer() * ~Mixer() * Mixer() * operator=() * Mixer() * operator=() * AllocateChannels() * GetNumChannels() * SetVolume() * GetVolume() * PlayChannel() * PlayChannel() * FadeInChannel() * FadeInChannel() * PauseChannel() * ResumeChannel() * HaltChannel() * ExpireChannel() * FadeOutChannel() * SetChannelFinishedHandler() * RemoveChannelFinishedHandler() * IsChannelPlaying() * IsChannelPaused() * GetChannelFading() * ReserveChannels() * GroupChannel() * GroupChannels() * GetGroupNumChannels() * GetGroupAvailableChannel() * GetGroupOldestChannel() * GetGroupNewestChannel() * FadeOutGroup() * HaltGroup() * PlayMusic() * FadeInMusic() * SetMusicHook() * SetMusicVolume() * GetMusicVolume() * PauseMusic() * ResumeMusic() * RewindMusic() * SetMusicPosition() * HaltMusic() * FadeOutMusic() * SetMusicFinishedHandler() * RemoveMusicFinishedHandler() * IsMusicPlaying() * IsMusicPaused() * GetMusicFading() * SetPanning() * UnsetPanning() * SetDistance() * UnsetDistance() * SetPosition() * UnsetPosition() * SetReverseStereo() * UnsetReverseStereo()