sf::AlResource

AlResource()
~AlResource()

sf::SoundSource

m_source

+ SoundSource()
+ ~SoundSource()
+ setPitch()
+ setVolume()
+ setPosition()
+ setPosition()
+ setRelativeToListener()
+ setMinDistance()
+ setAttenuation()
+ getPitch()
and 10 more...
SoundSource()

sf::Sound

+ Sound()
+ Sound()
+ Sound()
+ ~Sound()
+ play()
+ pause()
+ stop()
+ setBuffer()
+ setLoop()
+ setPlayingOffset()
and 6 more...

sf::SoundStream

+ ~SoundStream()
+ play()
+ pause()
+ stop()
+ getChannelCount()
+ getSampleRate()
+ getStatus()
+ setPlayingOffset()
+ getPlayingOffset()
+ setLoop()
+ getLoop()
# SoundStream()
# initialize()
# onGetData()
# onSeek()
# onLoop()

sf::Music

+ Music()
+ ~Music()
+ openFromFile()
+ openFromMemory()
+ openFromStream()
+ getDuration()
+ getLoopPoints()
+ setLoopPoints()
# onGetData()
# onSeek()
# onLoop()