```
sf::AIResource
    # AlResource()
    # ~AlResource()
    sf::SoundSource
# m_source
+ SoundSource()
+ ~SoundSource()
+ setPitch()
+ setVolume()
+ setPosition()
+ setPosition()
+ setRelativeToListener()
+ setMinDistance()
+ setAttenuation()
+ getPitch()
and 10 more...
# SoundSource()
    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()
```