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