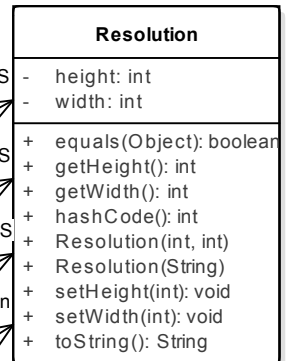
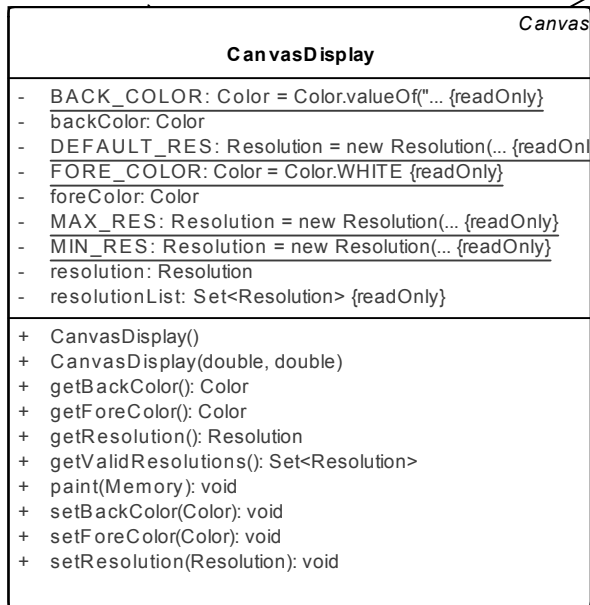
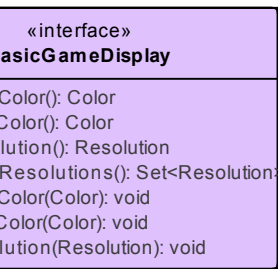


ForeSoundPlayer
player: AudioClip

B
+ getBack
+ getForeC
+ getReso
+ getValid
+ setBack
+ setForeC
+ setReso



-display

-MIN_RES

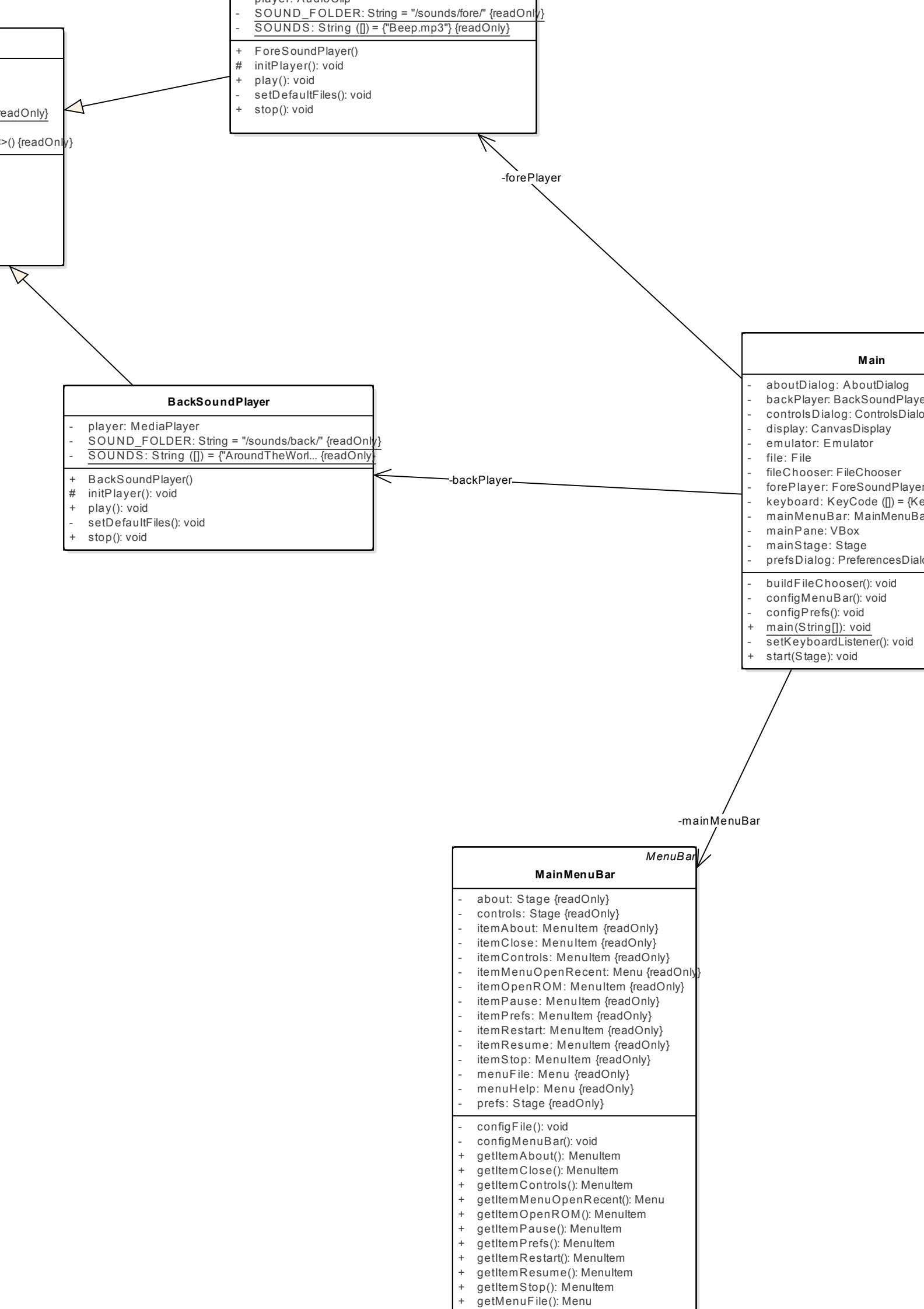
MAX_RES

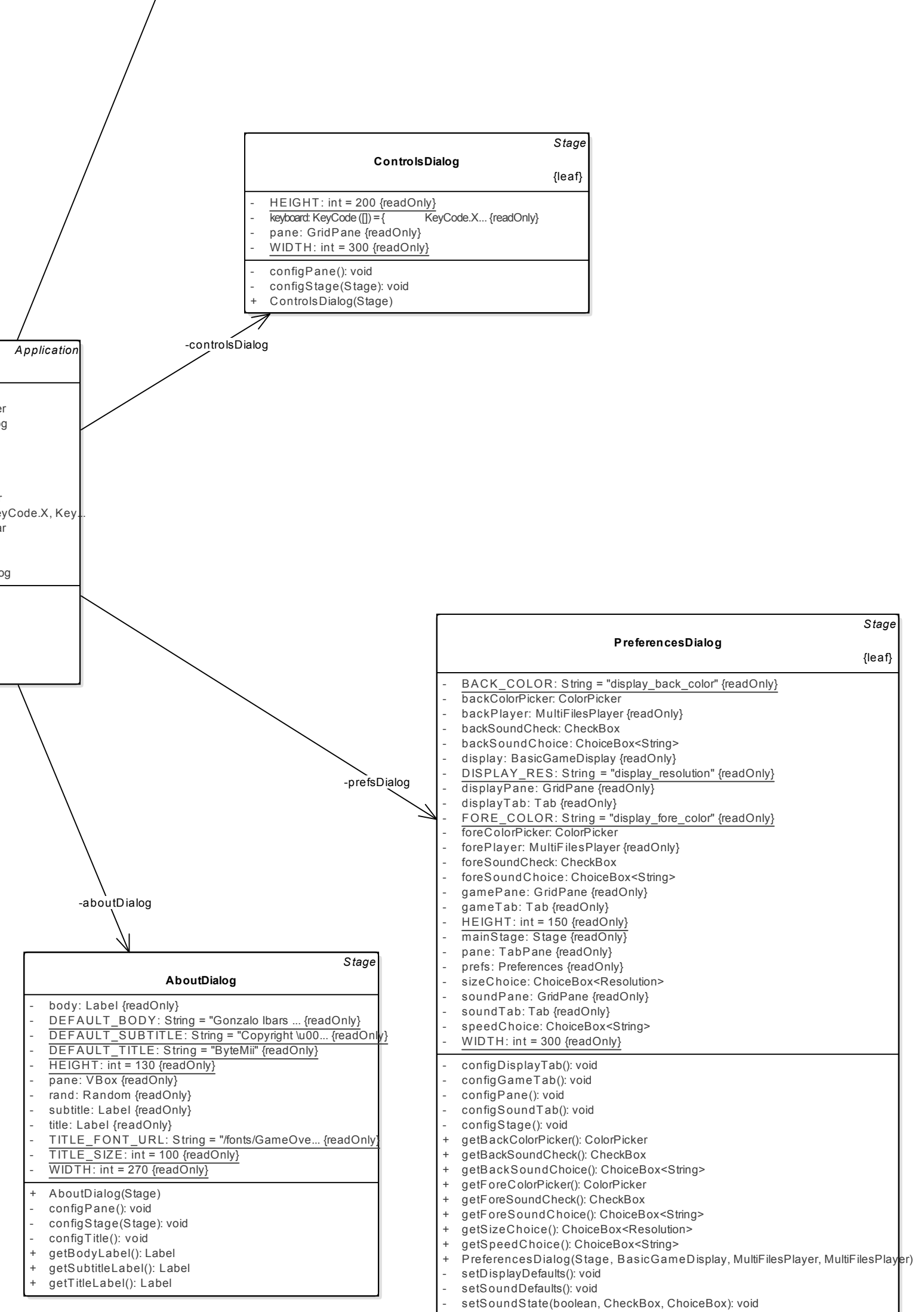
-DEFAULT_RES

-resolution



<i>MultiFilesPlayer</i>	
#	activeSound: String
#	enabled: boolean
#	prefs: Preferences {readOnly}
#	SOUND_ENABLED: String = "sound_enabled" {readOnly}
#	SOUND_FILE: String = "sound_file" {readOnly}
#	soundFiles: Map<String, URL> = new HashMap<>()
<hr/>	
+	getActiveSound(): String
+	getSounds(): Set<String>
#	<i>initPlayer(): void</i>
+	isEnabled(): boolean
#	MultiFilesPlayer()
+	setEnabled(boolean): void
+	setFile(String): boolean






```
+ getMenuHelp(): Menu
+ MainMenuBar()
+ MainMenuBar(Stage, Stage, Stage)
- setDefaultBehavior(): void
- setHelp(): void
+ setState(GameState): void
```