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1  #include "Mixer.h"
2
3  Mixer* Mixer::mixer = NULL;
4
5  Mixer::Mixer() {
6      for (int i = 0; i < sound_effects.size(); i++) {
7          sound_effects[i] = NULL;
8      }
9      music_channel1 = -1;
10     music_channel2 = -1;
11 };
12
13 Mixer* Mixer::getInstance() {
14     if (mixer == NULL) {
15         mixer = new Mixer();
16     }
17     return mixer;
18 };
19
20 void Mixer::play(int sound) {
21     if((sound != FIGHTSONG) && (sound != LOBBYSONG))
22         Mix_PlayChannel(-1, sound_effects[sound], 0);
23 };
24
25 bool Mixer::loadMedia() {
26     bool success = true;
27
28     //Create paths
29     std::array<std::string, 10> paths = { "assets/sounds/           ↗
30         bottle_shattering.wav",
31                                         "assets/sounds/           ↗
32         short_swing_motion.wav",
33         "assets/sounds/hurt.wav",
34         "assets/sounds/sword_drawn1.wav",
35         "assets/sounds/sword_drawn2.wav",
36         "assets/sounds/block.wav",
37         "assets/sounds/jump.wav",
38         "assets/sounds/bg_music.wav",
39         "assets/sounds/lobby_song.wav",
40         "assets/sounds/dying.wav" };
41
42     //Check if the arrays have the same size
43     if (paths.size() != sound_effects.size()) {
44         printf("Unable to load sound effects\n");
45         printf("WARNING: mixer::paths.size() != mixer::sound_effects.size() ↗
46         \n");
47         success = false;
48     }
49     else {
50         //Load Sounds
51         for (int i = 0; i < paths.size(); i++) {
52             sound_effects[i] = Mix_LoadWAV(paths[i].c_str());
53             if (sound_effects[i] == NULL) {
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51         printf("Unable to load sound effect. SDL_mixer Error: %s\n", Mix_GetError());
52         success = false;
53     }
54 }
55 }
56
57 music_channel1 = Mix_PlayChannel(-1, sound_effects[FIGHTSONG], -1);
58 Mix_Pause(music_channel1);
59 music_channel2 = Mix_PlayChannel(-1, sound_effects[LOBBYSONG], -1);
60 return success;
61 };
62
63 void Mixer::playMusic(int music) {
64     if ((music == FIGHTSONG) || (music == LOBBYSONG)) {
65         //If already playing and not paused - pause
66         if ((Mix_Playing(music_channel1) == 1) && (Mix_Paused(music_channel1) == 0)) {
67             Mix_Pause(music_channel1);
68             if (Mix_Paused(music_channel2) == 1) {
69                 Mix_Resume(music_channel2);
70             }
71         }
72         //If LOBBYSONG is playing, pause and play MUSIC
73         else if ((Mix_Playing(music_channel2) == 1) && (Mix_Paused(music_channel2) == 0)) {
74             Mix_Pause(music_channel2);
75             //If MUSIC is stopped, resume. Else play MUSIC
76             if (Mix_Paused(music_channel1) == 1) {
77                 Mix_Resume(music_channel1);
78             }
79         }
80     }
81 };
82
83 Mixer::~Mixer() {
84     //Destroy sound effects
85     for (int i = 0; i < sound_effects.size(); i++) {
86         Mix_FreeChunk(sound_effects[i]);
87         sound_effects[i] = NULL;
88     }
89 }
```