**Playing a Sound Effect, Music File + Additional Functionalities**

https://www.youtube.com/watch?v=1j6OTtfvccQ&index=38&list=PLRtjMdoYXLf776y4K432eL\_qPw4na\_py3

#include "stdafx.h"

#include "SFML/Graphics.hpp"

#include "SFML/Audio.hpp"

#include <iostream>

#include <windows.h>

int main()

{

sf::RenderWindow window (sf::VideoMode(600, 600), "SFML works!");

sf::SoundBuffer buffer;

buffer.loadFromFile("Collide.wav");

sf::Sound sound;

sound.setBuffer(buffer);

sound.play();

sf::Music music;

music.openFromFile("MainMusic.ogg");

music.play;

music.setPlayingOffset(sf::seconds(10));

// starts 10 into the music

// music.stop(); stops the music

music.setVolume(15);

while (window.isOpen()) {

sf::Event event;

while (window.pollEvent(event)) {

switch (event.type) {

case sf::Event::Closed:

window.close();

break;

}

}

window.clear();

window.display();

}

}

**Important notes:**

* Playing a sound effect has similar procedure as defining a texture and assigning that texture to a sprite