## LouiEriksson::Sound

+ ALenum DistanceModel
() const
+ float DopplerFactor
() const
+ float SpeedOfSound
() const
+ static void Init()
+ static void PlayGlobal
(const std::weak_ptr<
 AudioClip > &_clip)
+ static void DistanceModel
(const ALenum &_value)
+ static void DopplerFactor
(const float &_value)
+ static void SpeedOfSound
(const float &_value)
+ static void Dispose()