

## LouiEriksson::Audio ::Sound

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