LouiEriksson::Engine ::Audio::Sound

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