

LouiEriksson::Engine  
::Audio::Sound

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