```
LouiEriksson::Component
 + virtual std::shared
  ptr< GameObject > Parent
 () const
 # Component(const std
 ::shared_ptr< GameObject
       parent)
 # virtual ~Component()
                 Д
  LouiEriksson::AudioSource
      snared_ptr< GameObject
parent)
+ AudioSource(const
std::shared
+ ~ĀudioSource() override
+ void Tick()
+ void Play(const bool &_allowFallback=true)
* allowFallback - to + void Pause() + void Stop() + void Clip(const std
::weak_ptr< AudioClip
> & value)
+ const std::weak_pt
< AudioClip > & Clip
() const
+ ALenum State() const
+ void Global(const bool
&_value)
+ const bool & Global
() const

    void Loop(const bool

&_value
  const bool & Loop()
const
+ void MinDistance(const
float &_value)
+ const float & MinDistance
() const
  void MaxDistance(const
float &_value)
+ const float & MaxDistance
() const
  void Pitch(const float
&_value)
  const float & Pitch
() const
+ void Gain(const float
&_value)
+ const float & Gain
() const
  void MinGain(const
float &_value)
+ const float & MinGain
() const
  void MaxGain(const
float &
         value)
+ const float & MaxGain
() const
+ void Rolloff(const
float &_value)
+ const float & Rolloff
() const
  void MinAngle(const
float &_value)
+ const float & MinAngle
() const
+ void MaxAngle(const
float &
         value)
+ const float & MaxAngle
() const
+ void PlaybackPosition
(const float &_value)

    float PlaybackPosition

() const
+ void PlaybackPosition
```

(const ALenum &_param, const int &_value) + int PlaybackPosition (const ALenum &_param)

const