

LouiEriksson::Engine  
::Audio::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()