

# Audio

## Code

```
namespace Audio
{
    int PlaySample(const char *File_);

    int PlaySample3D(const char *File_, const Vector &Pos_, bool looping_ = false);
    void PlaySample3D(int ref_, const Vector &Pos_, bool looping_ = false);
    int PlaySample3DAndReplace(const char *Sample_, const char *Sample2_, const Vector &Pos_);
    void UpdatePos(int ref_, const Vector &Pos_, const bool ImmediateUpdate_ = false);
    void SetVolume(int ref_, float volume_);

    void StopSample(int ref_);

    bool IsPlaying(int ref_);
    void PlayVideo(const char *File_);
    void SetMusicLevel(float Level_);
    float GetMusicLevel();
    void PlaySoundtrack(const char *Track_, float Level_=0.0f);
    void StopSoundtrack();

    bool PlayTextureVideo(const char *Texture_, const char *Video_, bool Loop_ = true );
    bool StopTextureVideo(const char *Texture_);
    bool IsTextureVideoPlaying(const char *Texture_);
};
```

Alles anzeigen