orxSOUND structure

Summary

```
[SoundTemplate]
Sound       = path/to/SoundFile
Music       = path/to/MusicFile
Attenuation = <float>
Loop        = <bool>
KeepInCache = <bool>
Pitch       = <float>
RefDistance = <float>
Volume      = <float>
```

Details

Here's a list of the available properties for an `orxSOUND` structure:

- `Sound`: Specifies which sound file to use. The whole file will be loaded in memory before being played. This should be used for short sounds only (not for buffered streamed musics).
- `Music`: If no `Sound` is specified, this will be used as a path to a music file. Music differs from sounds mainly in the fact they're streamed from disk and buffered in memory at runtime to prevent having big files completely loaded in memory.
- `Attenuation`: Specifies the attenuation value for spatialized sounds. It accepts a value between 0.0 and 1.0, default being 1.0.
- `Loop`: Specifies if the sound should be played in loop. Its default value is `false`.
- `KeepInCache`: Specifies if the sound data (ie. the sample itself) should be kept in memory even when no sound of this type is used. This gives better performances (no disk access) but costs memory. Its default value is `false`.
- `Pitch`: Defines a pitch value for the playing sound (ie. a relative frequency). Its default value is 1.0 which means the sound will be played at the same frequency it was recorded.
- `RefDistance`: Distance below which the sound's maximum volume will be perceived, for spatialized sounds only. Its default value is 1.0 (in meters).
- `Volume`: Specifies the relative volume to be used when playing the sound. It accepts a value between 0.0 and 1.0, default being 1.0.

NB: If you want to use spatialized sounds, they need to be recorded with a mono channel. Stereo sounds won't be spatialized.

From:
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