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#ifndef AUDIO_CORE_H
#define AUDIO_CORE_H

#include "AUDIO_Uilities.h"

//FORWARD DECLARATIONS
class CCARIAudioSystem;

class CCARAudioCore : public CCARBaseCore
{
private:
    CCARIAudioSystem*    m_pAdoSystem;
    bool m_bIsLoaded;

public:
    //CONSTRUCTOR/DESTURCTOR
    CCARAudioCore(ECARCoreNames coreName, bool isActive);
    ~CCARAudioCore();

    //METHODS
    virtual void DecodeMessage();
    virtual void IgnitionSwitch();
    virtual void UpdateCore(float dt);
    void ShutDown();

    ////SOUND RELATED
    STCAR_AUDIOKEY LoadSound2D(STCAR_2D_SOUNDDESC desc);
    STCAR_AUDIOKEY LoadSound3D(STCAR_3D_SOUNDDESC desc);
    void UpdateEars(STCAR_EARS ears);
    void UnloadSound(STCAR_AUDIOKEY key);
    void PlaySound(STCAR_AUDIOKEY key);
    void PauseSound(STCAR_AUDIOKEY key);
    void UnpauseSound(STCAR_AUDIOKEY key);
    ////GETs
    int          GetSoundPan(STCAR_AUDIOKEY key);
    int          GetSoundVolume(STCAR_AUDIOKEY key);
    int          GetSoundPriority(STCAR_AUDIOKEY key);
    int          GetSoundLoopCount(STCAR_AUDIOKEY key);
    bool         GetSoundState(STCAR_AUDIOKEY key);
    float        GetSoundSize(STCAR_AUDIOKEY key);
    float        GetSoundSpread(STCAR_AUDIOKEY key);
    char*        GetSoundName(STCAR_AUDIOKEY key);
    STCAR_EARS   GetEars();
    STCAR_VECTOR GetSoundPosition(STCAR_AUDIOKEY key);
    STCAR_VECTOR GetSoundVelocity(STCAR_AUDIOKEY key);
    STCAR_3DSOUNDCONE GetSoundCone(STCAR_AUDIOKEY key);
    STCAR_2D_SOUNDDESC GetSoundDesc2D(STCAR_AUDIOKEY key);
    STCAR_3D_SOUNDDESC GetSoundDesc3D(STCAR_AUDIOKEY key);
    ////SETs

```

```
void SetSoundPan(STCAR_AUDIOKEY key, int pan);
void SetSoundVolume(STCAR_AUDIOKEY key, int volume);
void SetSoundPriority(STCAR_AUDIOKEY key, int priority);
void SetSoundLoopCount(STCAR_AUDIOKEY key, int loopCount);
void SetSoundSize(STCAR_AUDIOKEY key, float size);
void SetSoundSpread(STCAR_AUDIOKEY key, float angle);
void SetSoundPosition(STCAR_AUDIOKEY key, STCAR_VECTOR
position);
void SetSoundVelocity(STCAR_AUDIOKEY key, STCAR_VECTOR
velocity);
void SetSoundCone(STCAR_AUDIOKEY key, STCAR_3DSOUNDCONE
soundCone);
};

#endif
```