



```
void Update() {  
    // Update the audio engine  
    m_AudioEngine->Update();  
    // Update the audio listener  
    m_AudioListener->Update();  
    // Update the audio sources  
    for (int i = 0; i < m_AudioSources.GetSize(); i++)  
        m_AudioSources[i]->Update();  
}
```

Game Audio Programming

Principles and Practices

Edited by **Guy Somberg**



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Game Audio Programming Principles And Practices

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