



```
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();
}

void Draw() {
    // Draw the audio engine
    m_AudioEngine->Draw();

    // Draw the audio listener
    m_AudioListener->Draw();

    // Draw the audio sources
    for (int i = 0; i < m_AudioSources.GetSize(); i++)
        m_AudioSources[i]->Draw();
}
```

Game Audio Programming

Principles and Practices

Edited by **Guy Somberg**



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Game Audio Programming Principles And Practices

Guy Somberg



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