

CuePlay.PlayBGM



```
graph LR; A[CuePlay.PlayBGM] --> B[SoundManager.StartBGM]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is filled with a dark gray color and contains the text 'CuePlay.PlayBGM'. The right box is white with a thin gray border and contains the text 'SoundManager.StartBGM'.

SoundManager.StartBGM