

PlaySEOnEnable.OnEnable

```
graph LR; A[PlaySEOnEnable.OnEnable] --> B[SoundManager.Start3DPlayback]; A --> C[SoundManager.StartPlayback];
```

A diagram showing a call from `PlaySEOnEnable.OnEnable` to two methods in the `SoundManager` class. The source is a grey box on the left, and the targets are white boxes on the right. Two blue arrows point from the source to the targets.

SoundManager.Start3DPlayback

SoundManager.StartPlayback