

AnimatorEventPlaySE.OnEvent

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graph LR; A[AnimatorEventPlaySE.OnEvent] --> B[SoundManager.Start3DPlayback]; A --> C[SoundManager.StartPlayback];
```

The diagram illustrates a call sequence. On the left, a gray rectangular box contains the text 'AnimatorEventPlaySE.OnEvent'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'SoundManager.Start3DPlayback'. The bottom arrow points to another white rectangular box containing 'SoundManager.StartPlayback'.

SoundManager.Start3DPlayback

SoundManager.StartPlayback