

+ Instance

- + BGMPlayer
 - m_bgmPlayer - m_currentBGM
- m_disposedValue
- + StartPlayback()
- + StartPlayback()+ Start3DPlayback()
- + Start3DPlayback()
- + Start3DPlayback()
 + Start3DPlayback()
- + Start3DPlayback() + StartBGM()
- + StopBGM() + PauseBGM()
- + ResumeBGM()
 - + SetBGMVolumeAndPitch()+ IsBGMPaused()
 - + Dispose()
- SoundManager()Dispose()
- ~SoundManager()