

SoundManager

- + Instance + BGMPlayer
 - m_bgmPlayer - m_currentBGM
 - m disposedValue
- Stort Dlovbook ()
- + StartPlayback()+ Start3DPlayback()
- + Start3DPlayback()
- + StartBGM()
- + StopBGM() + PauseBGM()
- + ResumeBGM()
- + SetBGMVolumeAndPitch() + IsBGMPaused()
- + Dispose()
- SoundManager()Dispose()
- ~SoundManager()