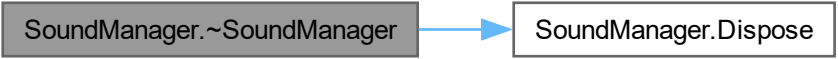


SoundManager.~SoundManager



```
graph LR; A[SoundManager.~SoundManager] --> B[SoundManager.Dispose]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box has a dark gray background and contains the text 'SoundManager.~SoundManager'. The right box has a white background and contains the text 'SoundManager.Dispose'. The arrow points from the right side of the first box to the left side of the second box.

SoundManager.Dispose