

SoundManager.Start



```
graph LR; A[SoundManager.Start] --> B[SoundManager.HandleVolume Changed];
```

A flow diagram consisting of two rectangular boxes connected by a blue arrow. The first box on the left is white with a black border and contains the text 'SoundManager.Start'. A blue arrow points from the right side of this box to the left side of a second box on the right. The second box is gray with a black border and contains the text 'SoundManager.HandleVolume Changed'.

SoundManager.HandleVolume
Changed