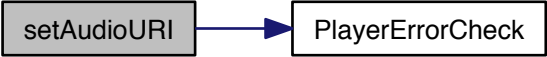


setAudioURI



```
graph LR; A[setAudioURI] --> B[PlayerErrorCheck]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The first box on the left is gray and contains the text 'setAudioURI'. A dark blue arrow points from the right side of this box to the left side of the second box. The second box on the right is white and contains the text 'PlayerErrorCheck'. Both boxes have a black border.

PlayerErrorCheck