

Mason::Audio::play



```
graph LR; A[Mason::Audio::play] --> B[Mason::AudioManager::AddAudioSource]
```

A diagram showing a call from the `Mason::Audio::play` method to the `Mason::AudioManager::AddAudioSource` method. The `Mason::Audio::play` method is represented by a gray rectangular box on the left, and the `Mason::AudioManager::AddAudioSource` method is represented by a white rectangular box on the right. A blue arrow points from the right side of the gray box to the left side of the white box, indicating the direction of the call.

Mason::AudioManager  
::AddAudioSource