


stkSound::PlayBuffer



```
graph LR; A[stkSound::PlayBuffer] --> B[stkSound::CreateWave]
```

A diagram showing a call from `stkSound::PlayBuffer` to `stkSound::CreateWave`. The `stkSound::PlayBuffer` box is shaded gray, and the `stkSound::CreateWave` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

stkSound::CreateWave