

KeyboardPang.GamePlayer.on
ActionDown

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graph LR; A[KeyboardPang.GamePlayer.onActionDown] --> B[Technology.Util.GameSound.getInstance]; A --> C[Technology.Util.GameSound.Play];
```

The diagram illustrates a call sequence. A gray box on the left, labeled 'KeyboardPang.GamePlayer.onActionDown', has two blue arrows pointing to two white boxes on the right. The top white box is labeled 'Technology.Util.GameSound.getInstance' and the bottom white box is labeled 'Technology.Util.GameSound.Play'.

Technology.Util.GameSound.get
Instance

Technology.Util.GameSound.Play