

AudioManager::playSound

```
graph LR; A[AudioManager::playSound] --> B[AudioManager::spawnSound Instance];
```

A diagram illustrating a function call. On the left, a white rectangular box with a black border contains the text "AudioManager::playSound". A blue arrow points from the right side of this box to the left side of a gray rectangular box on the right. The gray box contains the text "AudioManager::spawnSound Instance" in two lines.

AudioManager::spawnSound
Instance