

AudioManager::playSound



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

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'AudioManager::playSound'. The right box is white with a black border and contains the text 'AudioManager::spawnSound Instance' on two lines. A blue arrow points from the right side of the gray box to the left side of the white box.

AudioManager::spawnSound
Instance