

sfxmanager.Awake



```
graph LR; A[sfxmanager.Awake] --> B[sfxmanager.PlaySFX]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is dark gray with a thin black border and contains the text 'sfxmanager.Awake'. The right box is white with a thin black border and contains the text 'sfxmanager.PlaySFX'. The blue arrow points from the right side of the first box to the left side of the second box.

sfxmanager.PlaySFX