


CSoundManager::BGMPointSeek



```
graph LR; A[CSoundManager::BGMPointSeek] --> B[CSoundManager::GetInstance]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box has a light gray fill and a black border, containing the text 'CSoundManager::BGMPointSeek'. The right box has a white fill and a black border, containing the text 'CSoundManager::GetInstance'. A blue arrow points from the right side of the left box to the left side of the right box.

CSoundManager::GetInstance