

CSoundManager::NoMultiple  
SEPlay



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

A diagram showing a call from a function to another function. On the left, a gray rectangular box contains the text "CSoundManager::NoMultipleSEPlay". A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text "CSoundManager::GetInstance".

CSoundManager::GetInstance