

CSoundManager::SetSEVolume



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'CSoundManager::SetSEVolume'. The right box is white and contains the text 'CSoundManager::GetInstance'. A blue arrow points from the right side of the gray box to the left side of the white box.

CSoundManager::GetInstance