

CXAudio2PlaySE::Play



```
graph LR; A[CXAudio2PlaySE::Play] --> B[CXAudio2PlaySE::CheckPlaySeBuffer]
```

A diagram showing a call from the function CXAudio2PlaySE::Play to the function CXAudio2PlaySE::CheckPlaySeBuffer. The first function is in a white box, and the second is in a gray box. A blue arrow points from the first box to the second box.

CXAudio2PlaySE::CheckPlay  
SeBuffer