

CSoundManager::ReleaseChange
SoundVolumeThread



```
graph LR; A[CSoundManager::ReleaseChangeSoundVolumeThread] --> 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::ReleaseChange' on the top line and 'SoundVolumeThread' on the bottom line. The right box is white with a black border and contains 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