

IDisposable



```
graph BT; A[TriDevs.TriEngine2D.Audio.IAudioManager] --> B[IDisposable];
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'IDisposable'. Below it is a box labeled 'TriDevs.TriEngine2D.Audio.IAudioManager'. A blue arrow points from the bottom box up to the top box, indicating that 'TriDevs.TriEngine2D.Audio.IAudioManager' inherits from 'IDisposable'.

TriDevs.TriEngine2D.Audio.  
IAudioManager