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| SoundManager | | |
| Function called | Calling Point | Notes |
| init | gameWorld:create() | Inits the sounds |
| playBulletSound | Update | Called form SM’s update, plays sound after every sound gap |
| Update | gameWorld.update | Updates the runtime |

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| Preferences | | | |
| Field | Script | Method | Notes |
| “launchCount” | Main | - | Init launchCount and increments it every time game is launched |
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