

com.quillraven.game.gamestate.
GSMenu.step

```
graph LR; A[com.quillraven.game.gamestate.GSMenu.step] --> B[com.quillraven.game.core.Utils.getAudioManager]; A --> C[com.quillraven.game.core.AudioManager.setVolume];
```

com.quillraven.game.core.
Utils.getAudioManager

com.quillraven.game.core.
AudioManager.setVolume