

Scene\_Settings::updateVolume  
Slider



```
graph LR; A[Scene_Settings::updateVolume Slider] --> B[GameEngine::window]
```

A diagram showing a call from a function to a window object. On the left, a gray rectangular box contains the text "Scene\_Settings::updateVolume Slider". A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text "GameEngine::window".

GameEngine::window