

MelloMario.Sounds.BGMManager.
Update

MelloMario.Game1.Update



```
graph LR; A[MelloMario.Game1.Update] --> B[MelloMario.Sounds.BGMManager.Update]
```

A diagram showing a call from MelloMario.Game1.Update to MelloMario.Sounds.BGMManager.Update. A blue arrow points from the right box to the left box.