

AudioTest::UpdateGameObject



```
graph LR; A[AudioTest::UpdateGameObject] --> B[AudioComponent::SetAudioVolume];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'AudioTest::UpdateGameObject'. The right box is gray with a black border and contains the text 'AudioComponent::SetAudioVolume'. A blue arrow points from the right side of the left box to the left side of the right box.

AudioComponent::SetAudio
Volume