

SingleTonOnClickHelper.Audio
ManPlaySFX



```
graph LR; A[SingleTonOnClickHelper.AudioManPlaySFX] --> B[AudioManager.PlaySFX]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'SingleTonOnClickHelper.Audio' on the top line and 'ManPlaySFX' on the bottom line. The right box is white with a black border and contains the text 'AudioManager.PlaySFX'. A blue arrow points from the right side of the gray box to the left side of the white box.

AudioManager.PlaySFX