


Audio::Update



```
graph LR; A[Audio::Update] --> B[Audio::startSound]; B --> C[ResourceManager::GetInstance];
```

The diagram illustrates a three-step process flow. It begins with a gray rectangular box labeled 'Audio::Update'. A blue arrow points from this box to a white rectangular box labeled 'Audio::startSound'. Another blue arrow points from the 'Audio::startSound' box to a final white rectangular box labeled 'ResourceManager::GetInstance'. All boxes have a thin black border.

Audio::startSound

ResourceManager::GetInstance