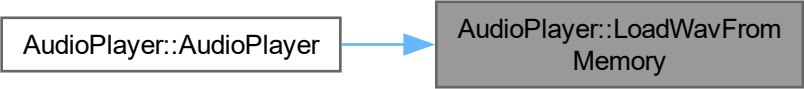


AudioPlayer::AudioPlayer



```
graph LR; A[AudioPlayer::AudioPlayer] --> B[AudioPlayer::LoadWavFromMemory]
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is white with a black border and contains the text 'AudioPlayer::AudioPlayer'. The right box is gray with a black border and contains the text 'AudioPlayer::LoadWavFromMemory'.

AudioPlayer::LoadWavFrom  
Memory