

SceneEntryPointBase

```
classDiagram
    class SceneEntryPointBase {
    }
    class EntryPointBase {
        - initializeObjects
        - OnFirstPreInitializeFunc()
    }
    SceneEntryPointBase <|-- EntryPointBase
```

The diagram illustrates a class hierarchy. At the top is the 'SceneEntryPointBase' class, represented by a white box with a black border and two empty internal compartments. Below it is the 'EntryPointBase' class, represented by a grey box with a black border and two compartments containing the methods '- initializeObjects' and '- OnFirstPreInitializeFunc()'. A blue arrow with an open triangular head points from the 'EntryPointBase' class up to the 'SceneEntryPointBase' class, indicating that 'EntryPointBase' inherits from 'SceneEntryPointBase'.

EntryPointBase

- initializeObjects

- OnFirstPreInitializeFunc()