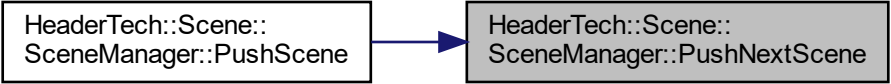


HeaderTech::Scene::  
SceneManager::PushScene



```
graph LR; A[HeaderTech::Scene:: SceneManager::PushScene] --> B[HeaderTech::Scene:: SceneManager::PushNextScene];
```

HeaderTech::Scene::  
SceneManager::PushNextScene