

SceneManagerAPI

```
classDiagram
    class SceneManagerAPI {
    }
    class SceneManagerNoSingleLoad {
        # LoadSceneAsyncByNameOrIndex()
    }
    SceneManagerNoSingleLoad --|> SceneManagerAPI
```

The diagram illustrates a class hierarchy. At the top is the 'SceneManagerAPI' class, represented by a white box with a thin black border, divided into three horizontal sections. The top section contains the class name. Below it are two empty sections. At the bottom is the 'SceneManagerNoSingleLoad' class, represented by a grey box with a thin black border, also divided into three horizontal sections. The top section contains the class name, the middle section is empty, and the bottom section contains a comment '# LoadSceneAsyncByNameOrIndex()'. A blue arrow with an open triangular head points from the top of the 'SceneManagerNoSingleLoad' box to the bottom of the 'SceneManagerAPI' box, indicating that 'SceneManagerNoSingleLoad' inherits from 'SceneManagerAPI'.

SceneManagerNoSingleLoad

LoadSceneAsyncByNameOrIndex()