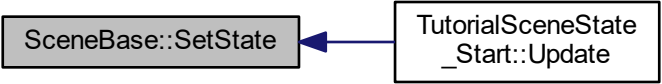


SceneBase::SetState



```
graph LR; A[TutorialSceneState_Start::Update] --> B[SceneBase::SetState];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'SceneBase::SetState'. The box on the right is white and contains the text 'TutorialSceneState_Start::Update'. A dark blue arrow points from the right box to the left box, indicating a call or relationship between the two.

TutorialSceneState
_Start::Update