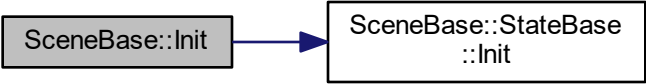


SceneBase::Init



```
graph LR; A[SceneBase::Init] --> B[SceneBase::StateBase::Init]
```

A diagram showing a call relationship between two functions. On the left is a gray rectangular box containing the text 'SceneBase::Init'. A dark blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'SceneBase::StateBase' on the top line and '::Init' on the bottom line. Both boxes have a black border.

SceneBase::StateBase
::Init