


GameScene::setIsClear



```
graph LR; A[GameState_Start::Init] --> B[GameScene::setIsClear];
```

The diagram consists of two rectangular boxes. The box on the left is light gray with a black border and contains the text 'GameScene::setIsClear'. The box on the right is white with a black border and contains the text 'GameState\_Start' on the top line and '::Init' on the bottom line. A dark blue arrow points from the right side of the white box to the left side of the gray box.

GameState\_Start  
::Init