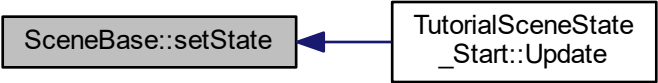


SceneBase::setState



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

The diagram consists of two rectangular boxes. The box on the left is light gray with a black border and contains the text 'SceneBase::setState'. The box on the right is white with a black border and contains the text 'TutorialSceneState_Start::Update'. A dark blue arrow points from the right side of the white box to the left side of the gray box.

TutorialSceneState
_Start::Update