


SceneBase::Uninit



```
graph LR; A[SceneManager::Uninit] --> B[SceneBase::Uninit];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'SceneBase::Uninit'. The box on the right is white and contains the text 'SceneManager::Uninit'. A dark blue arrow points from the right side of the white box to the left side of the gray box, indicating a call or dependency.

SceneManager::Uninit