

SceneManager::createFrep  
Scene

main\_tutor

SDFElongateOp::SetHKoeff

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graph LR; A[SceneManager::createFrep Scene] --> C[SDFElongateOp::SetHKoeff]; B[main_tutor] --> C;
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The diagram illustrates a callout structure. Two white rectangular boxes on the left, labeled 'SceneManager::createFrep Scene' and 'main\_tutor', have blue arrows pointing to a central gray rectangular box labeled 'SDFElongateOp::SetHKoeff'.