

Gear::Scene::PushLayer

```
graph LR; A[Gear::Scene::PushLayer] --> B[Gear::Layer::OnAttach]; A --> C[Gear::LayerStack::PushLayer];
```

The diagram illustrates a function call sequence. A gray box on the left, labeled 'Gear::Scene::PushLayer', has two blue arrows pointing to the right. The top arrow points to a white box labeled 'Gear::Layer::OnAttach'. The bottom arrow points to a white box labeled 'Gear::LayerStack::PushLayer'.

Gear::Layer::OnAttach

Gear::LayerStack::PushLayer