

Gear::SceneManager::Get



```
graph LR; A[Gear::SceneManager::Get] --> B[Gear::SceneManager  
::SceneManager];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'Gear::SceneManager::Get'. The right box is white with a black border and contains the text 'Gear::SceneManager' on the top line and '::SceneManager' on the bottom line. A blue arrow points from the right side of the left box to the left side of the right box.

Gear::SceneManager
::SceneManager