

CSceneTransition::SetFadeIn



```
graph LR; A[CSceneTransition::SetFadeIn] --> B[CSceneTransition::GetInstance]
```

A diagram showing a call from the function CSceneTransition::SetFadeIn to the function CSceneTransition::GetInstance. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

CSceneTransition::GetInstance