

nsGame::State



```
graph BT; LoadingState --|> nsGame::State
```

A UML class diagram showing inheritance. A box labeled 'LoadingState' is at the bottom, and a box labeled 'nsGame::State' is at the top. A blue arrow points from the top of 'LoadingState' to the bottom of 'nsGame::State', indicating that 'LoadingState' inherits from 'nsGame::State'.

LoadingState