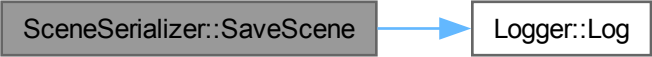


SceneSerializer::SaveScene



```
graph LR; A[SceneSerializer::SaveScene] --> B[Logger::Log]
```

A diagram showing a call from SceneSerializer::SaveScene to Logger::Log. The first box is gray and the second is white, connected by a blue arrow.

Logger::Log