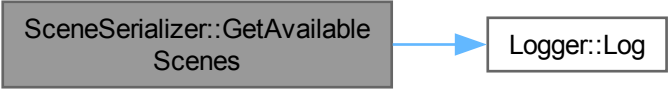


SceneSerializer::GetAvailable  
Scenes



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

A diagram showing a call from SceneSerializer::GetAvailableScenes to Logger::Log. The first box is gray and the second is white. A blue arrow points from the first box to the second.

Logger::Log