

Scene::SetCollisionTerrain



```
graph LR; A[Scene::SetCollisionTerrain] --> B[CollisionManager::SetCollisionTerrain];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'Scene::SetCollisionTerrain'. The right box is gray with a black border and contains the text 'CollisionManager::SetCollisionTerrain' on two lines. A dark blue arrow points from the right side of the left box to the left side of the right box.

CollisionManager::SetCollision
Terrain