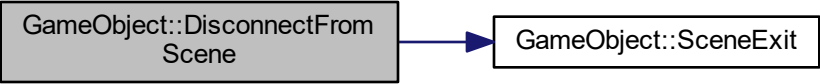


GameObject::DisconnectFrom
Scene



```
graph LR; A[GameObject::DisconnectFrom Scene] --> B[GameObject::SceneExit]
```

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

GameObject::SceneExit