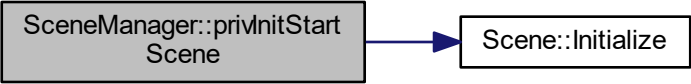


SceneManager::privInitStart
Scene



```
graph LR; A[SceneManager::privInitStart<br/>Scene] --> B[Scene::Initialize]
```

A diagram showing a call from SceneManager::privInitStart to Scene::Initialize. The first box is gray and contains the text 'SceneManager::privInitStart' and 'Scene' on two lines. A blue arrow points from the right side of this box to the left side of a second, white box. The second box contains the text 'Scene::Initialize'.

Scene::Initialize