

SceneManager::Uninit



```
graph LR; A[SceneManager::Uninit] --> B[SceneManager::Destroy]
```

A flow diagram consisting of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'SceneManager::Uninit'. The right box is white and contains the text 'SceneManager::Destroy'. A blue arrow points from the right side of the gray box to the left side of the white box.

SceneManager::Destroy