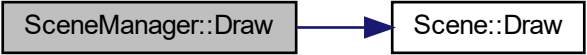


SceneManager::Draw



```
graph LR; A[SceneManager::Draw] --> B[Scene::Draw]
```

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

Scene::Draw