

SceneDecomposeEffect
::SceneDecomposeEffect

RenderManagerAPI::Initialise



```
graph LR; A[RenderManagerAPI::Initialise] --> B[SceneDecomposeEffect::SceneDecomposeEffect]
```

The diagram illustrates a function call. A box on the right, labeled 'RenderManagerAPI::Initialise', has a blue arrow pointing to a box on the left, labeled 'SceneDecomposeEffect::SceneDecomposeEffect'. The left box has a light gray background, while the right box has a white background. Both boxes have a black border.