


Scene\_Menu::sDoAction



```
graph LR; A[Scene_Menu::sDoAction] --> B[Scene_Menu::onEnd];
```

A diagram showing a call from Scene\_Menu::sDoAction to Scene\_Menu::onEnd. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the first box to the second box.

Scene\_Menu::onEnd