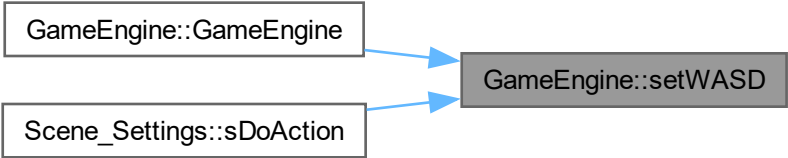


GameEngine::GameEngine

Scene\_Settings::sDoAction

GameEngine::setWASD



```
graph LR; A[GameEngine::GameEngine] --> C[GameEngine::setWASD]; B[Scene_Settings::sDoAction] --> C;
```

The diagram illustrates a call graph where two functions, `GameEngine::GameEngine` and `Scene_Settings::sDoAction`, both call the function `GameEngine::setWASD`. The source functions are represented by white boxes on the left, and the target function is represented by a gray box on the right. Blue arrows indicate the direction of the calls from the source functions to the target function.