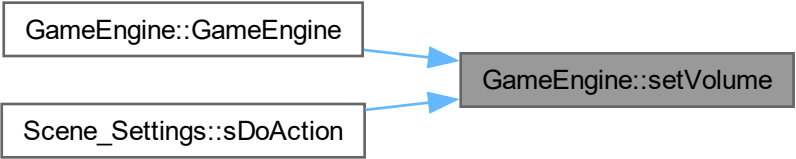


GameEngine::GameEngine

Scene\_Settings::sDoAction

GameEngine::setVolume



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

The diagram illustrates two functions, GameEngine::GameEngine and Scene\_Settings::sDoAction, both of which call the GameEngine::setVolume function. The call from GameEngine::GameEngine is represented by a blue arrow pointing to the top of the GameEngine::setVolume box, while the call from Scene\_Settings::sDoAction is represented by a blue arrow pointing to the bottom of the same box. The GameEngine::setVolume box is shaded gray, while the other two boxes are white with black borders.