

Scene\_Menu::sDoAction

Scene\_Play::sDoAction

Scene\_Settings::sDoAction

Action::type

```
graph LR; A[Scene_Menu::sDoAction] --> D[Action::type]; B[Scene_Play::sDoAction] --> D; C[Scene_Settings::sDoAction] --> D;
```

The diagram illustrates a relationship between three source functions and a single target type. On the left, three white rectangular boxes with black borders are stacked vertically. Each box contains a function name: 'Scene\_Menu::sDoAction' at the top, 'Scene\_Play::sDoAction' in the middle, and 'Scene\_Settings::sDoAction' at the bottom. Three blue arrows originate from the right side of each of these boxes and point towards a single gray rectangular box on the right. This gray box contains the text 'Action::type'. The arrows are arranged vertically, with the top arrow from 'Scene\_Menu::sDoAction', the middle arrow from 'Scene\_Play::sDoAction', and the bottom arrow from 'Scene\_Settings::sDoAction' all converging on the 'Action::type' box.