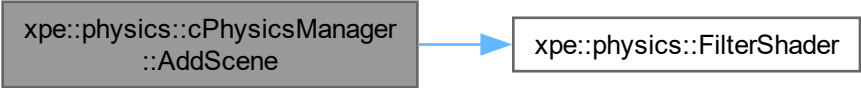


xpe::physics::cPhysicsManager
::AddScene



```
graph LR; A["xpe::physics::cPhysicsManager::AddScene"] --> B["xpe::physics::FilterShader"]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'xpe::physics::cPhysicsManager::AddScene'. The right box is white with a black border and contains the text 'xpe::physics::FilterShader'. A blue arrow points from the right side of the gray box to the left side of the white box.

xpe::physics::FilterShader