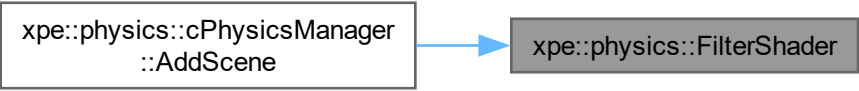


xpe::physics::cPhysicsManager  
::AddScene



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

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

xpe::physics::FilterShader