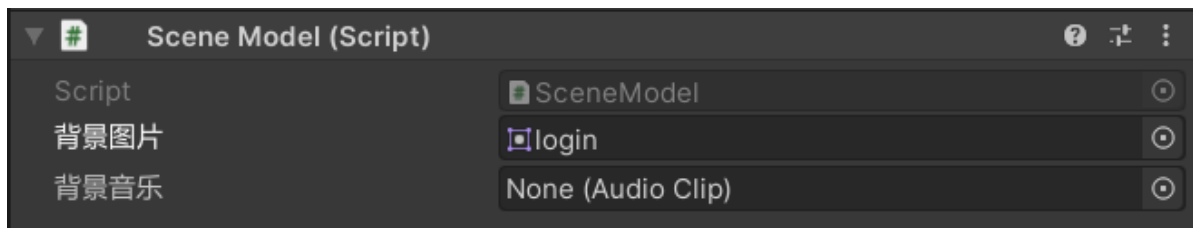
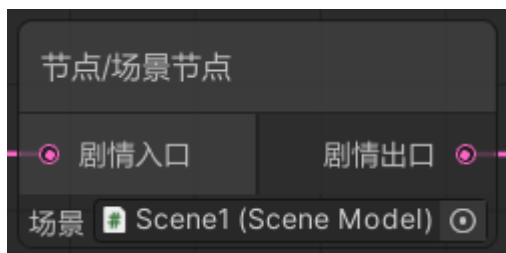


Scene model

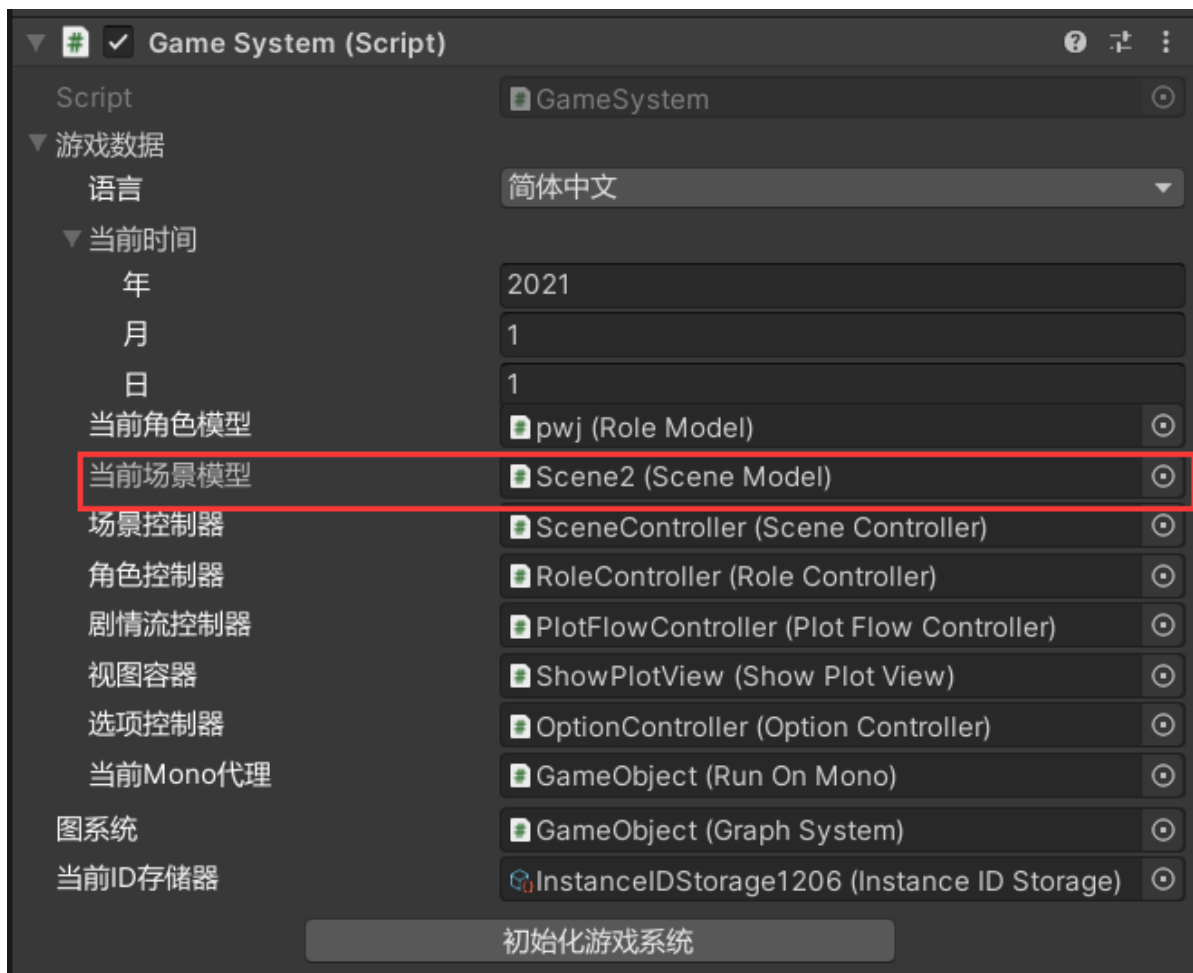


The scene model is automatically attached to the model controller after the game is started or initialized. Two objects, background picture and background music

The scene model can be attached to the earlier scene node, and the scene is entered when passing through the node.



You can also attach the scene model to the current scene model in GameSystem, which is entered when you first enter the game, and is usually used to implement the default view (not the main screen of the game, and the default scene of the game when you don't enter the GameSystem without any scenes).



Later in the story, feel free to replace the scene with a scene node or script.