

SceneNode::isMarkedForRemoval



```
graph LR; A[SceneNode::isMarkedForRemoval] --> B[SceneNode::isDestroyed]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'SceneNode::isMarkedForRemoval'. The right box is white and contains the text 'SceneNode::isDestroyed'. A blue arrow points from the right side of the gray box to the left side of the white box.

SceneNode::isDestroyed