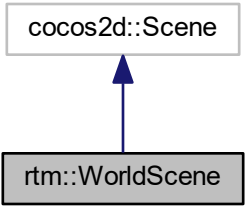


cocos2d::Scene



```
graph BT; rtm::WorldScene --> cocos2d::Scene
```

rtm::WorldScene