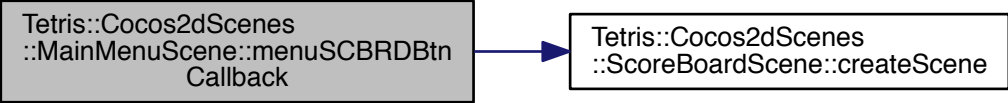


Tetris::Cocos2dScenes
::MainMenuScene::menuSCBRDBtn
Callback



```
graph LR; A[Tetris::Cocos2dScenes::MainMenuScene::menuSCBRDBtn Callback] --> B[Tetris::Cocos2dScenes::ScoreBoardScene::createScene]
```

A diagram showing a callback function. On the left, a gray rectangular box contains the text 'Tetris::Cocos2dScenes::MainMenuScene::menuSCBRDBtn Callback'. A blue arrow points from the right side of this box to the right side of a white rectangular box on the right. The white box contains the text 'Tetris::Cocos2dScenes::ScoreBoardScene::createScene'.

Tetris::Cocos2dScenes
::ScoreBoardScene::createScene