

SceneCombat::sDoAction



```
graph LR; A[SceneCombat::sDoAction] --> B[SceneCombat::sAddWordToChain]
```

A diagram showing a call from SceneCombat::sDoAction to SceneCombat::sAddWordToChain. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the first box to the second box.

SceneCombat::sAddWordToChain