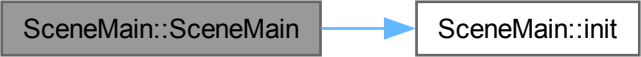


SceneMain::SceneMain



```
graph LR; A[SceneMain::SceneMain] --> B[SceneMain::init]
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "SceneMain::SceneMain". A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text "SceneMain::init". Both boxes have a thin black border.

SceneMain::init