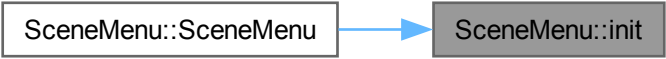


SceneManager::SceneManager



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

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is white with a black border and contains the text 'SceneManager::SceneManager'. The right box is gray with a black border and contains the text 'SceneManager::init'.

SceneManager::init