

SceneCombat::sDoAction



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

A diagram illustrating a function call. On the left, a white rectangular box with a black border contains the text "SceneCombat::sDoAction". A blue arrow points from the right side of this box to a gray rectangular box on the right. The gray box contains the text "SceneCombat::sGetAvailableChainWords" in two lines.

SceneCombat::sGetAvailable
ChainWords