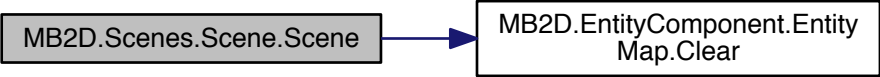


MB2D.Scenes.Scene.Scene



```
graph LR; A[MB2D.Scenes.Scene.Scene] --> B[MB2D.EntityComponent.EntityMap.Clear]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'MB2D.Scenes.Scene.Scene'. The right box is white with a black border and contains the text 'MB2D.EntityComponent.EntityMap.Clear' on two lines. A blue arrow points from the right side of the left box to the left side of the right box.

MB2D.EntityComponent.Entity  
Map.Clear