



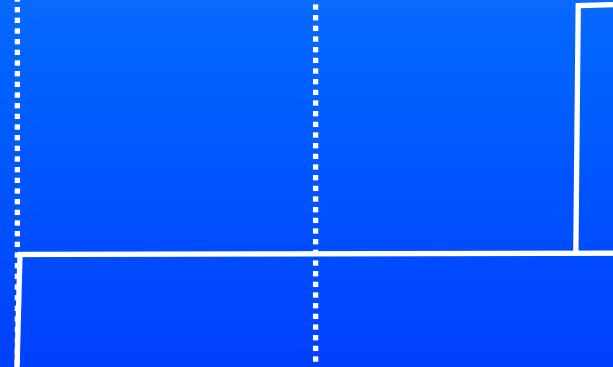
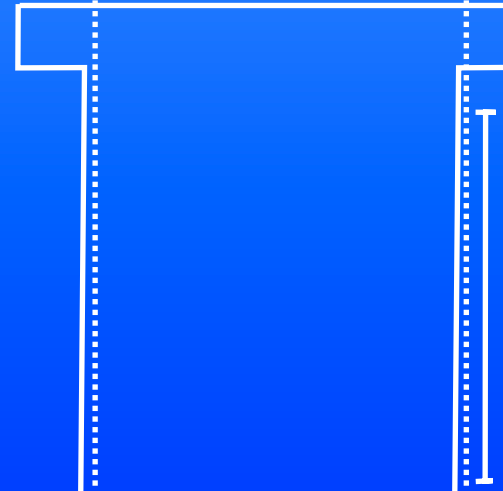
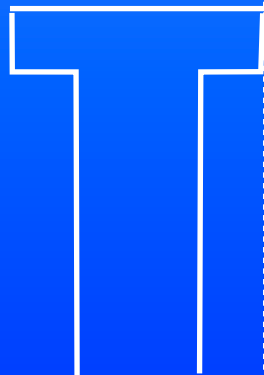


High efficiency in setting



# SceneSecondary

349px x 1243px



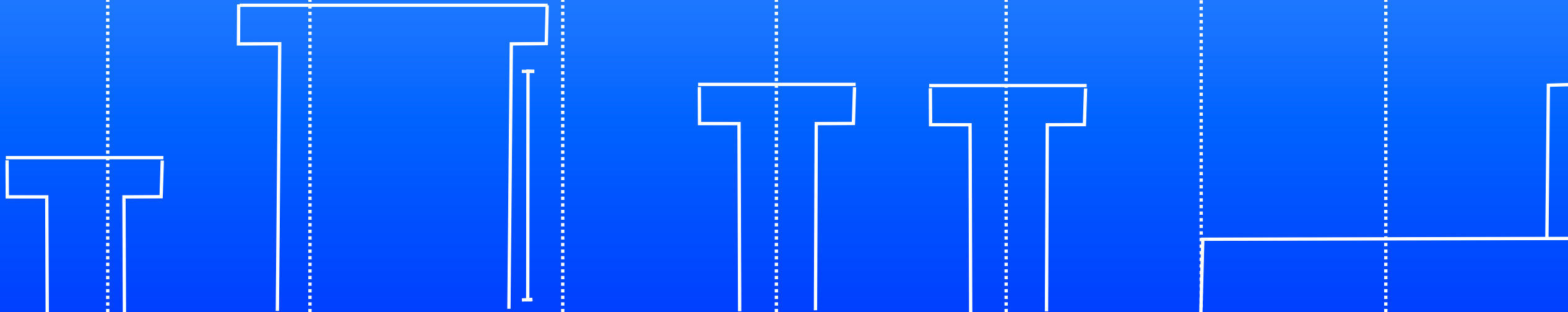
```
class SceneSecondary: SKScene { ... }
```

Loaded: 0.15 ms

# SceneInit

349px x 1243px

```
class SceneInit: SKScene { ... }  
Loaded: 10.1 ms
```























































































































































































































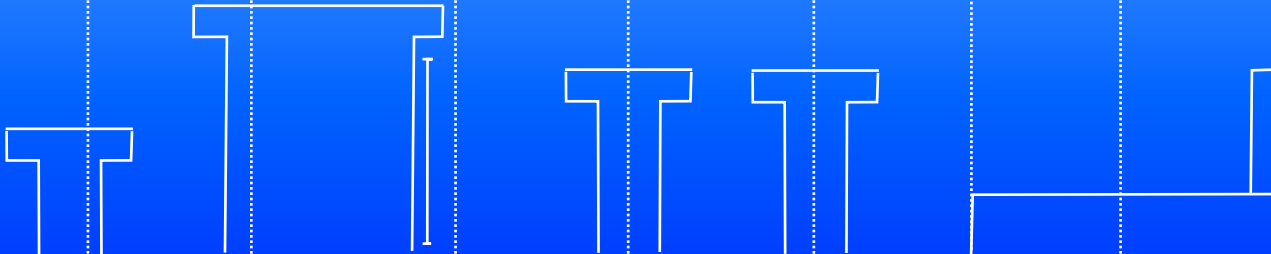
```
c1 class SceneMaster: SKScene { ... }
```

```
Loaded: 2588.1 ms
```

# SceneInit

349px x 1243px

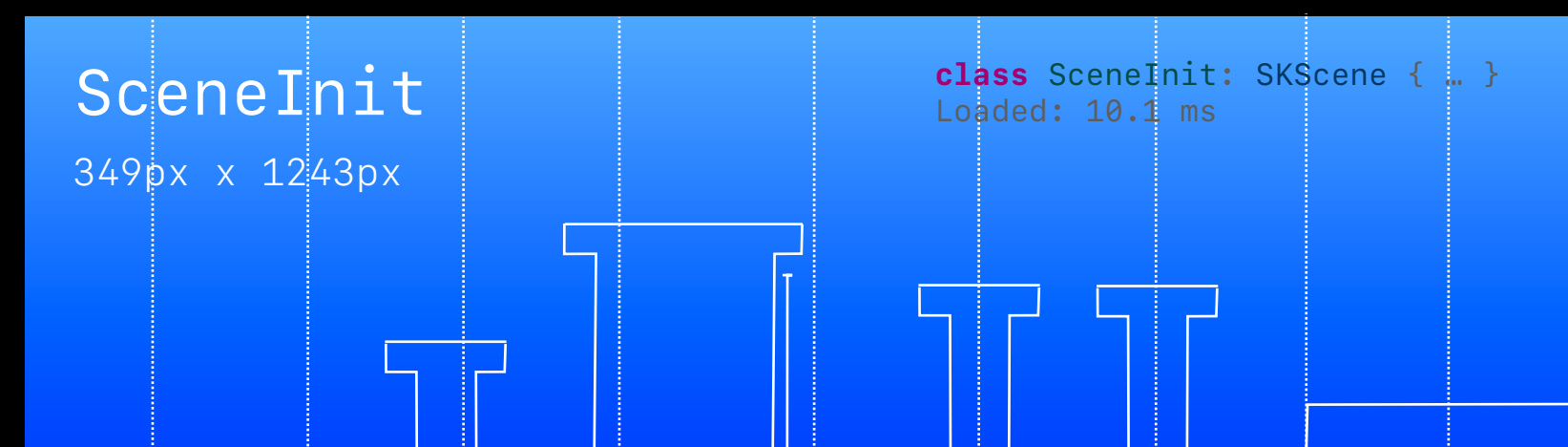
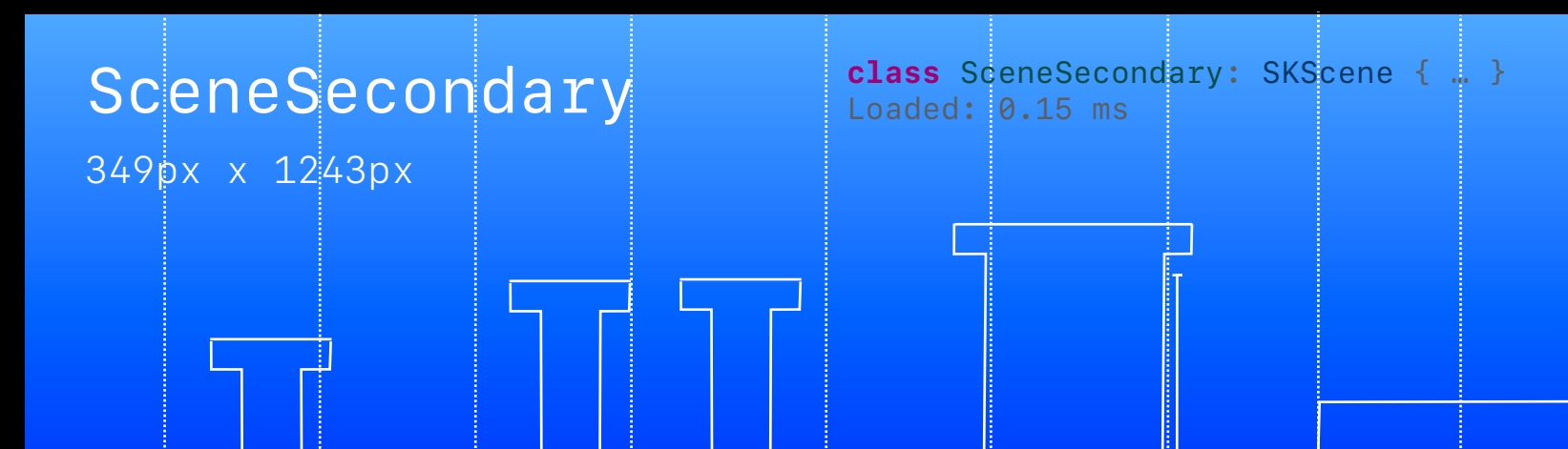
```
class SceneInit: SKScene { ... }  
Loaded: 10.1 ms
```



# Developer's Point of View

Higher efficiency in set loading

Rather than putting all the features and trials in one scene, **higher efficiency** will be achieved if different elements are organized in **different scenes** and loaded separately



# Thanks for Listening!

2022. Dec