


SpaceKeyText::Update



```
graph LR; A[SpaceKeyText::Update] --> B[SceneManager::ChangeScene]; B --> C[Scene::Start];
```

The diagram illustrates a three-step process flow. It begins with a gray rectangular box containing the text 'SpaceKeyText::Update'. A blue arrow points from this box to a white rectangular box with a black border containing 'SceneManager::ChangeScene'. Another blue arrow points from this second box to a final white rectangular box with a black border containing 'Scene::Start'.

SceneManager::ChangeScene

Scene::Start