

tiles.TileManager.update

```
graph LR; A[tiles.TileManager.update] --> B[tiles.Tile.getPos]; A --> C[tiles.Tile.updateFrames];
```

A diagram illustrating a method call sequence. A gray rectangular box on the left contains the text 'tiles.TileManager.update'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'tiles.Tile.getPos'. The bottom arrow points to another white rectangular box containing 'tiles.Tile.updateFrames'.

tiles.Tile.getPos

tiles.Tile.updateFrames