


game.Window.update



```
graph LR; A[game.Window.update] --> B[game.Scene.update]
```

A diagram showing a horizontal flow from left to right. On the left is a gray rectangular box with a black border containing the text 'game.Window.update'. A blue arrow points from the right side of this box to the left side of a white rectangular box with a black border on the right, which contains the text 'game.Scene.update'.

game.Scene.update