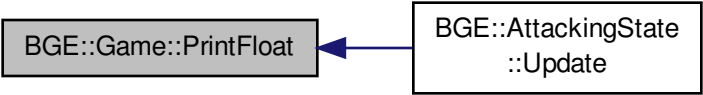


BGE::Game::PrintFloat



```
graph LR; A[BGE::AttackingState::Update] --> B[BGE::Game::PrintFloat];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'BGE::Game::PrintFloat'. The box on the right is white and contains the text 'BGE::AttackingState' on the top line and '::Update' on the bottom line. A dark blue arrow points from the right side of the white box to the left side of the gray box.

BGE::AttackingState
::Update