

BGE::Game::GetWidth



```
graph LR; A[BGE::FPSController::Update] --> B[BGE::Game::GetWidth];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'BGE::Game::GetWidth'. The box on the right is white with a black border and contains the text 'BGE::FPSController::Update'. A blue arrow points from the right box to the left box, indicating a call or dependency.

BGE::FPSController
::Update