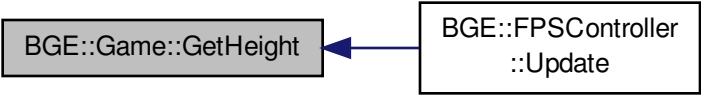


BGE::Game::GetHeight



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

A diagram illustrating a function call. On the right, a white rectangular box with a black border contains the text "BGE::FPSController::Update". A blue arrow points from the left side of this box to the right side of a gray rectangular box with a black border on the left. The gray box contains the text "BGE::Game::GetHeight".

BGE::FPSController
::Update