

al.tonikolaba.entity.Explosion.update

```
graph LR; A[al.tonikolaba.entity.Explosion.update] --> B[al.tonikolaba.entity.Animation.has PlayedOnce]; A --> C[al.tonikolaba.entity.Animation.update];
```

al.tonikolaba.entity.Animation.has
PlayedOnce

al.tonikolaba.entity.Animation.update