

basicGLFW\_Window::Update

```
graph LR; A[basicGLFW_Window::Update] --> B[basicGLFW_Window::glfwInitialize]; A --> C[basicGLFW_Window::SetInterface];
```

A diagram showing a function call. On the left, a grey rectangular box contains the text 'basicGLFW\_Window::Update'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box on the right containing the text 'basicGLFW\_Window::glfwInitialize'. The bottom arrow points to another white rectangular box on the right containing the text 'basicGLFW\_Window::SetInterface'.

basicGLFW\_Window::glfwInitialize

basicGLFW\_Window::SetInterface