

ParticleSystem::update



```
graph LR; A[ParticleSystem::update] --> B[_3DEngine::getInstance]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is gray and contains the text 'ParticleSystem::update'. The right box is white and contains the text '\_3DEngine::getInstance'. Both boxes have a thin black border.

\_3DEngine::getInstance