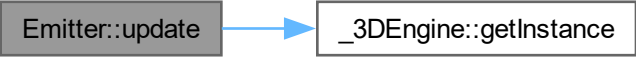


Emitter::update



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

A diagram showing a call from `Emitter::update` to `_3DEngine::getInstance`. The `Emitter::update` node is a gray rectangle on the left, and the `_3DEngine::getInstance` node is a white rectangle on the right. A blue arrow points from the right side of the gray rectangle to the left side of the white rectangle.

\_3DEngine::getInstance