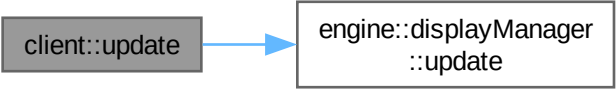


client::update



```
graph LR; A[client::update] --> B[engine::displayManager::update]
```

The diagram illustrates a function call. On the left, a gray rectangular box contains the text 'client::update'. A blue arrow points from the right side of this box to the left side of a larger white rectangular box on the right. This white box contains the text 'engine::displayManager' on the top line and '::update' on the bottom line. Both boxes have a thin black border.

engine::displayManager
::update