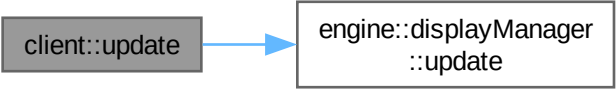


client::update



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

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'client::update'. The right box is white with a black border and contains the text 'engine::displayManager' on the top line and '::update' on the bottom line. A blue arrow points from the right side of the gray box to the left side of the white box.

engine::displayManager
::update