

CollisionSystem::Update



```
graph LR; A[CollisionSystem::Update] --> B[CollisionSystem::CheckCircle Vs Polygon]
```

A diagram showing a call from the `CollisionSystem::Update` function to the `CollisionSystem::CheckCircle Vs Polygon` function. The `CollisionSystem::Update` function is represented by a white box with a black border, and the `CollisionSystem::CheckCircle Vs Polygon` function is represented by a gray box with a black border. A blue arrow points from the `CollisionSystem::Update` box to the `CollisionSystem::CheckCircle Vs Polygon` box.

CollisionSystem::CheckCircle
VsPolygon