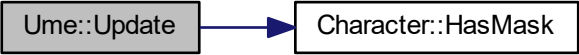


Ume::Update



```
graph LR; UmeUpdate[Ume::Update] --> CharacterHasMask[Character::HasMask]
```

A diagram showing a call from the `Ume::Update` method to the `Character::HasMask` method. The `Ume::Update` box is shaded gray, and the `Character::HasMask` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

Character::HasMask