

ServerRoom::updatePlayers



```
graph LR; A[ServerRoom::updatePlayers] --> B[ServerRoom::createEntity Response]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'ServerRoom::updatePlayers'. The right box is white and contains the text 'ServerRoom::createEntity' on the top line and 'Response' on the bottom line. A dark blue arrow points from the right side of the gray box to the left side of the white box.

ServerRoom::createEntity
Response