

LevelEditor::update

```
graph LR; A[LevelEditor::update] --> B[LevelEditor::animationForResources]; A --> C[LevelEditor::animationForWeed];
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "LevelEditor::update". Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing the text "LevelEditor::animationForResources". The bottom arrow points to another white rectangular box containing the text "LevelEditor::animationForWeed".

LevelEditor::animationForResources

LevelEditor::animationForWeed