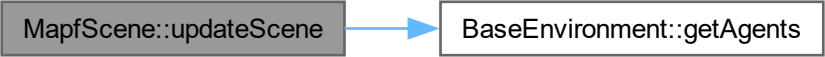


MapfScene::updateScene



```
graph LR; A[MapfScene::updateScene] --> B[BaseEnvironment::getAgents]
```

A diagram showing a call from `MapfScene::updateScene` to `BaseEnvironment::getAgents`. The first box is gray and the second is white, connected by a blue arrow.

BaseEnvironment::getAgents