

CritterTower::update



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graph LR; A[CritterTower::update] --> B[CritterTower::shootProjectile]
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A diagram showing a call from CritterTower::update to CritterTower::shootProjectile. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the right side of the first box to the left side of the second box.

CritterTower::shootProjectile