

CSceneManager::Update



```
graph LR; A[CSceneManager::Update] --> B[CFade::Render];
```

A diagram showing a call from CSceneManager::Update to CFade::Render. The first box, CSceneManager::Update, is white with a black border. A blue arrow points from its right side to the second box, CFade::Render, which is gray with a black border.

CFade::Render