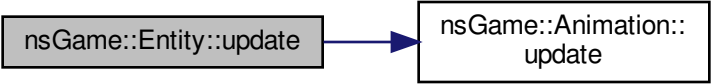


nsGame::Entity::update



```
graph LR; A[nsGame::Entity::update] --> B[nsGame::Animation::update]
```

A diagram showing a call from `nsGame::Entity::update` to `nsGame::Animation::update`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

nsGame::Animation::
update