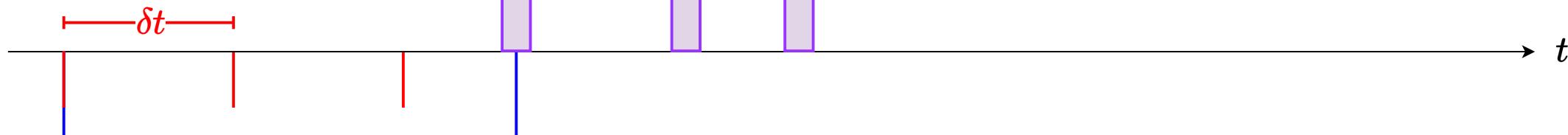


Time in the  
Accumulator



↑  
Current  
Game State

↑  
Current Time

Physics  
Engine

update  
TimeStep()

update  
TS()

Renderer

draw()