```
Layer
# enabled
# willDraw
# willUpdate
# Chunks
+ Layer()
+ ~Layer()
+ Update()
+ Draw()
+ isEnabled()
+ isDrawing()
+ isUpdating()
+ setEnabled()
+ setDrawing()
+ setUpdating()
+ getChunkManager()
+ UpdateHandle()
   ExampleLayer
 + ExampleLayer()
 + ~ExampleLayer()
```

+ UpdateHandle()