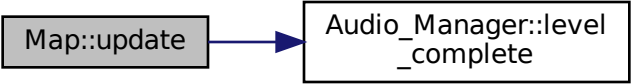


Map::update



```
graph LR; A[Map::update] --> B[Audio_Manager::level_complete]
```

A diagram showing a call from the function `Map::update` to the function `Audio_Manager::level_complete`. The `Map::update` box is shaded gray, while the `Audio_Manager::level_complete` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

Audio\_Manager::level  
\_complete