

Scene\_Play::update



```
graph LR; A[Scene_Play::update] --> B[Scene_Play::sAnimation]
```

A diagram showing a call from the function Scene\_Play::update to the variable Scene\_Play::sAnimation. The function name is in a white box on the left, and the variable name is in a gray box on the right. A blue arrow points from the function box to the variable box.

Scene\_Play::sAnimation