

Scene\_Play::update



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

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is white with a black border and contains the text 'Scene\_Play::update'. The right box is gray with a black border and contains the text 'Scene\_Play::sRender'.

Scene\_Play::sRender