

Scene\_Credits::update



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

A diagram showing a call from the function Scene\_Credits::update to the function Scene\_Credits::sRender. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the first box to the second box.

Scene\_Credits::sRender