

SceneCombat::update



```
graph LR; A[SceneCombat::update] --> B[SceneCombat::sCombatUpdate]
```

A diagram showing a call from SceneCombat::update to SceneCombat::sCombatUpdate. 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 right side of the first box to the left side of the second box.

SceneCombat::sCombatUpdate