

SpriteTest::UpdateGameObject



```
graph LR; A[SpriteTest::UpdateGameObject] --> B[SpriteRendererComponent::GetTextureImageInfo]
```

A diagram showing a call from the function `SpriteTest::UpdateGameObject` to the function `SpriteRendererComponent::GetTextureImageInfo`. The first function is in a white box, and the second is in a gray box. A blue arrow points from the first box to the second.

SpriteRendererComponent
::GetTextureImageInfo