


Renderer::update



```
graph LR; A[Renderer::update] --> B[Renderer::_update_mesh]
```

A diagram illustrating a function call. On the left, a white rectangular box with a black border contains the text "Renderer::update". A blue arrow points from the right side of this box to the left side of a gray rectangular box with a black border on the right. This gray box contains the text "Renderer::\_update\_mesh".

Renderer::\_update\_mesh