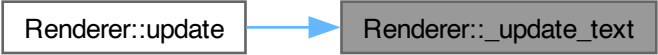


Renderer::update



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

A diagram illustrating a function call. On the left, a white rectangular box with a dark gray border contains the text "Renderer::update". A blue arrow points from the right side of this box to the left side of a second box on the right. The second box is gray with a dark gray border and contains the text "Renderer::\_update\_text".

Renderer::\_update\_text