


Eau::isPlayerInWater



```
graph LR; A[Eau::isPlayerInWater] --> B[Eau::getGlobalBounds]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Eau::isPlayerInWater'. The right box is white and contains the text 'Eau::getGlobalBounds'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Eau::getGlobalBounds