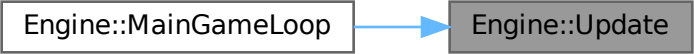


Engine::MainGameLoop



```
graph LR; A[Engine::MainGameLoop] --> B[Engine::Update];
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is white with a black border and contains the text 'Engine::MainGameLoop'. The right box is gray with a black border and contains the text 'Engine::Update'. A blue arrow points from the right side of the left box to the left side of the right box.

Engine::Update