

draw_chrono_buttons



```
graph LR; A[draw_chrono_buttons] --> B[draw_sprite_xpm]; B --> C[draw_pixel];
```

A flowchart illustrating a sequence of three drawing functions. The first function, 'draw_chrono_buttons', is highlighted with a gray background. It has a blue arrow pointing to the second function, 'draw_sprite_xpm'. This second function has a blue arrow pointing to the third function, 'draw_pixel'.

draw_sprite_xpm

draw_pixel