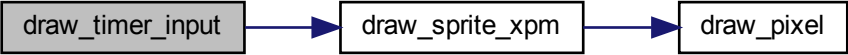


draw_timer_input



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

A flowchart with three rectangular boxes arranged horizontally. The first box on the left is shaded gray and contains the text 'draw_timer_input'. A dark blue arrow points from the right side of this box to the left side of the second box. The second box is white with a black border and contains the text 'draw_sprite_xpm'. Another dark blue arrow points from the right side of the second box to the left side of the third box. The third box is white with a black border and contains the text 'draw_pixel'.

draw_sprite_xpm

draw_pixel