

drawPlayer



```
graph LR; A[drawPlayer] --> B[vg_draw_color]; B --> C[get_bytes_per_pixel];
```

A flowchart illustrating a sequence of three operations. The first operation, 'drawPlayer', is contained within a gray rectangular box. A blue arrow points from this box to a white rectangular box containing the second operation, 'vg_draw_color'. Another blue arrow points from the 'vg_draw_color' box to a third white rectangular box containing the operation 'get_bytes_per_pixel'. All boxes have a thin black border, and the arrows are solid blue.

vg_draw_color

get_bytes_per_pixel