


vg\_draw\_hline



```
graph LR; A[vg_draw_hline] --> B[vg_set_pixel]
```

A diagram showing a call from the function `vg_draw_hline` to the function `vg_set_pixel`. The `vg_draw_hline` box is shaded gray, and the `vg_set_pixel` box is white. A blue arrow points from the right side of the `vg_draw_hline` box to the left side of the `vg_set_pixel` box.

vg\_set\_pixel