


vg_draw_sprite



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

A diagram showing a horizontal flow from left to right. On the left is a gray rectangular box with a black border containing the text 'vg_draw_sprite'. A blue arrow points from the right side of this box to the left side of a white rectangular box with a black border on the right. This second box contains the text 'vg_set_pixel'.

vg_set_pixel