

fl_push_no_clip

```
graph LR; A[fl_push_no_clip] --> B[FI_Graphics_Driver::push_no_clip]
```

A diagram illustrating a function pointer mapping. On the left, a gray rectangular box contains the text 'fl_push_no_clip'. A dark blue arrow points from the right side of this box to a white rectangular box on the right. The white box contains the text 'FI_Graphics_Driver' on the top line and '::push_no_clip' on the bottom line.

FI_Graphics_Driver
::push_no_clip