

animation_trigger



```
graph LR; A[animation_trigger] --> B[draw_xpm]; B --> C[draw_pixel_in_coor];
```

A flowchart with three rectangular boxes arranged horizontally. The first box on the left is shaded gray and contains the text 'animation_trigger'. A 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_xpm'. Another 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_in_coor'.

draw_xpm

draw_pixel_in_coor