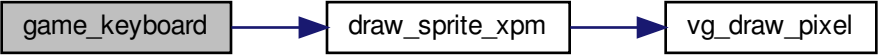


game_keyboard



```
graph LR; A[game_keyboard] --> B[draw_sprite_xpm]; B --> C[vg_draw_pixel];
```

A flowchart with three rectangular boxes arranged horizontally. The first box on the left is shaded gray and contains the text 'game_keyboard'. A dark 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_sprite_xpm'. Another dark 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 'vg_draw_pixel'.

draw_sprite_xpm

vg_draw_pixel