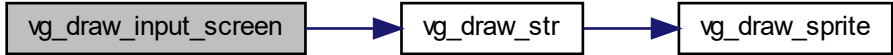


vg_draw_input_screen



```
graph LR; A[vg_draw_input_screen] --> B[vg_draw_str]; B --> C[vg_draw_sprite];
```

vg_draw_str

vg_draw_sprite