

draw_board_without
_Pieces



```
graph LR; A[draw_board_without_Pieces] --> B[vg_draw_pixel]
```

A diagram showing a call from the function `draw_board_without_Pieces` to the function `vg_draw_pixel`. The first function is in a grey box on the left, and the second is in a white box on the right. A blue arrow points from the right side of the first box to the left side of the second box.

vg_draw_pixel