

video_draw_xpm



```
graph LR; A[video_draw_xpm] --> B[video_draw_pixel]
```

A flow diagram consisting of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'video_draw_xpm'. The right box is white and contains the text 'video_draw_pixel'. A blue arrow points from the right side of the gray box to the left side of the white box.

video_draw_pixel