


draw_character



```
graph LR; A[draw_character] --> B[vg_draw_character]; B --> C[video_draw_pixel];
```

A flowchart illustrating a sequence of three functions. The first function, 'draw_character', is highlighted with a gray background. A blue arrow points from it to the second function, 'vg_draw_character', which has a white background. Another blue arrow points from 'vg_draw_character' to the third function, 'video_draw_pixel', also with a white background. All three functions are enclosed in rectangular boxes with black borders.

vg_draw_character

video_draw_pixel