

arc::Ncurses::drawTexture

```
graph LR; A[arc::Ncurses::drawTexture] --> B[arc::Texture::GetColor]; A --> C[arc::Texture::GetPattern];
```

The diagram illustrates a function call sequence. A central box labeled 'arc::Ncurses::drawTexture' has two arrows pointing to the right. The top arrow points to a box labeled 'arc::Texture::GetColor', and the bottom arrow points to a box labeled 'arc::Texture::GetPattern'.

arc::Texture::GetColor

arc::Texture::GetPattern