

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 gray rectangular box on the left contains the text 'arc::Ncurses::drawTexture'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'arc::Texture::GetColor'. The bottom arrow points to another white rectangular box containing 'arc::Texture::GetPattern'. All boxes have a thin black border.

arc::Texture::GetColor

arc::Texture::GetPattern