

draw_gameObject

```
graph LR; A[draw_gameObject] --> B[draw_sprite]; B --> C[vg_draw_xpm];
```

A flowchart illustrating the sequence of drawing functions. It consists of three rectangular boxes arranged horizontally. The first box on the left is shaded gray and contains the text 'draw_gameObject'. A blue arrow points from this box to the second box in the middle, which is white and contains 'draw_sprite'. Another blue arrow points from the second box to the third box on the right, which is white and contains 'vg_draw_xpm'. All boxes have a thin black border.

draw_sprite

vg_draw_xpm