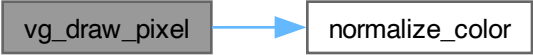


vg\_draw\_pixel



```
graph LR; A[vg_draw_pixel] --> B[normalize_color]
```

A diagram showing a horizontal flow from left to right. On the left is a gray rectangular box with a black border containing the text 'vg\_draw\_pixel'. A blue arrow points from the right side of this box to the left side of a white rectangular box with a black border on the right. This second box contains the text 'normalize\_color'.

normalize\_color