```
AG_EventLoop()
    └─ agDriverOps->genericEventLoop(agDriverSw)


AG_OSD_GenericEventLoop()
    └─ for(;;){
        ├─ If any winow is dirty
        │   ├─ OSDLinklist_BeginRendering()
        │   └─ AG_FOREACH_WINDOW(win, drv)
        │       └─ AG_WindowDraw(win)
        │           └─ if(win->visible)
        │               └─ OSDLinklist_RenderWindow(win)
        │                   └─ AG_WidgetDraw(win)
        │                       └─ Window::Draw()
        │                           ├─ AG_WindowUpdate()
        │                           └─ For each child: AG_WidgetDraw()
        │                               └─ Viewbox::Draw()
        │                                   ├─ AG_BeginUpdateViewRegion()
        │                                   │   ├─ avl_osd_create_object(obj,&obj_id)
        │                                   │   └─ SyncMirrorRegion()
        │                                   ├─ For each child: AG_WidgetDraw() ...
        │                                   └─ AG_EndUpdateViewRegion()
        │       OSDLinklist_EndRendering()
        │           └─ AG_FlipViewRegions()
        │               ├─ avl_osd_show_object(obj_id)...
        │               ├─ avl_osd_set_object_buffer_ptr(obj_id, buf)...
        │               └─ avl_osd_refresh_objects()
        ├─ If any key is down
        ├─ If any timeout fires
        └─ AG_Delay(1)
    }
```