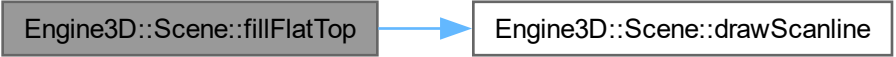


Engine3D::Scene::fillFlatTop



```
graph LR; A[Engine3D::Scene::fillFlatTop] --> B[Engine3D::Scene::drawScanline]
```

A diagram showing a call from the function `Engine3D::Scene::fillFlatTop` to the function `Engine3D::Scene::drawScanline`. The first box is gray and the second is white, connected by a blue arrow.

Engine3D::Scene::drawScanline