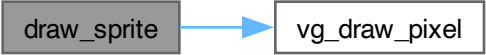


draw\_sprite



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

A diagram illustrating a function call. On the left, a gray rectangular box contains the text 'draw\_sprite'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'vg\_draw\_pixel'. Both boxes have a thin black border.

vg\_draw\_pixel