

xDetectScreenC



```
graph LR; A[xDetectScreenC] --> B[vvenc::UnitBuf::Y]
```

A diagram showing a call from a function to a class method. On the left, a gray rectangular box contains the text 'xDetectScreenC'. 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 'vvenc::UnitBuf::Y'.

vvenc::UnitBuf::Y