


draw_sprite_xpm



```
graph LR; A[draw_sprite_xpm] --> B[draw_pixel]; B --> C[get_bytes_per_pixel];
```

A flowchart illustrating a sequence of three function calls. The first box, labeled 'draw_sprite_xpm', is shaded gray and has a blue arrow pointing to the second box, 'draw_pixel'. The second box is white and has a blue arrow pointing to the third box, 'get_bytes_per_pixel'. All three boxes are rectangular with black borders and are arranged horizontally.

draw_pixel

get_bytes_per_pixel