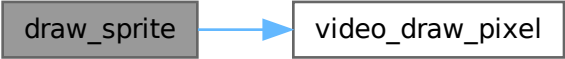


draw\_sprite



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

A diagram showing a horizontal flow from left to right. On the left is a gray rectangular box with a black border containing the text 'draw\_sprite'. A blue arrow points from the right side of this box to the left side of a white rectangular box with a black border on the right. This second box contains the text 'video\_draw\_pixel'.

video\_draw\_pixel