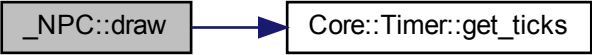


`_NPC::draw`



```
graph LR; A[_NPC::draw] --> B[Core::Timer::get_ticks]
```

A diagram showing a call from the function `_NPC::draw` to the function `Core::Timer::get_ticks`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

`Core::Timer::get_ticks`