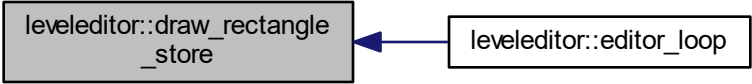


leveleditor::draw_rectangle
_store



```
graph LR; A[leveleditor::editor_loop] --> B[leveleditor::draw_rectangle_store]
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'leveleditor::draw_rectangle_store' on two lines. The box on the right is white with a black border and contains the text 'leveleditor::editor_loop' on one line. A dark blue arrow points from the right side of the white box to the left side of the gray box.

leveleditor::editor_loop