

DirectDrawDisplay::
selectFullScreenMode



```
graph LR; A[DirectDrawDisplay::selectFullScreenMode] --> B[winVideoModeSelect]
```

A diagram showing a call from the function `DirectDrawDisplay::selectFullScreenMode` to the function `winVideoModeSelect`. The first function is in a grey box on the left, and the second is in a white box on the right. A blue arrow points from the right side of the first box to the left side of the second box.

winVideoModeSelect