

change_body2



```
graph LR; A[change_body2] --> B[loadBitmap]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box, labeled 'change_body2', has a light gray fill and a black border. The right box, labeled 'loadBitmap', has a white fill and a black border. A dark blue arrow points from the right side of the 'change_body2' box to the left side of the 'loadBitmap' box.

loadBitmap