

SpriteSheet::draw



```
graph LR; A[SpriteSheet::draw] --> B[LTexture::render]
```

A diagram illustrating a function call. On the left, a gray rectangular box with a black border contains the text "SpriteSheet::draw". 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, which contains the text "LTexture::render".

LTexture::render