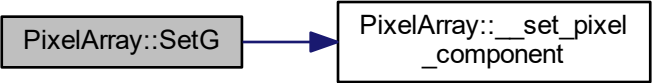


PixelArray::SetG



```
graph LR; A[PixelArray::SetG] --> B[PixelArray::__set_pixel_component]
```

A diagram showing a call from the `PixelArray::SetG` function to the `PixelArray::__set_pixel_component` function. The `PixelArray::SetG` box is shaded gray, and the `PixelArray::__set_pixel_component` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

PixelArray::__set_pixel
_component