

set_pixel_color



```
graph LR; A[set_pixel_color] --> B[bytes_per_pixel]
```

A diagram showing a dependency. On the left is a gray rectangular box with the text 'set_pixel_color'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'bytes_per_pixel'. Both boxes have a thin black border.

bytes_per_pixel