

printCharStr

```
graph LR; A[printCharStr] --> B[driver::MouseDriver::mouse_block_video_mem_value];
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text 'printCharStr'. A blue arrow points from this box to a larger white rectangular box on the right. The white box contains the text 'driver::MouseDriver::mouse\_block\_video\_mem\_value'.

driver::MouseDriver  
::mouse\_block\_video  
\_mem\_value