

printCharStr



```
graph LR; A[printCharStr] --> B["driver::MouseDown  
::mouse_block_video  
_mem_value"]
```

The diagram illustrates a function call. On the left, a grey rectangular box contains the text 'printCharStr'. A blue arrow points from this box to a larger white rectangular box on the right. This right box contains the text 'driver::MouseDown', followed by '::mouse\_block\_video' and '\_mem\_value' on separate lines. The boxes have thin black borders.

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