

gl_addchar

```
graph LR; A[gl_addchar] --> B[gl_error]; A --> C[gl_fixup]; B --> D[gl_cleanup]; D --> E[gl_char_cleanup]; C --> F[gl_putc]; C --> G[gl_puts];
```

gl_error

gl_cleanup

gl_char_cleanup

gl_fixup

gl_putc

gl_puts