

m_pixel::viewport



```
graph LR; A[m_pixel::viewport] --> B[m_pixel::mapping]; B --> C[m_pixel::invert_4x4];
```

A flowchart with three rectangular boxes connected by arrows. The first box on the left is shaded gray and contains the text 'm_pixel::viewport'. A blue arrow points from its right side to the second box, which is white and contains 'm_pixel::mapping'. Another blue arrow points from the right side of the second box to the third box, which is also white and contains 'm_pixel::invert_4x4'. All boxes have a black border.

m_pixel::mapping

m_pixel::invert_4x4