

bmp_DecodeRLE4

```
graph LR; A[bmp_DecodeRLE4] --> B[bmp_SetPix]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box, labeled 'bmp_DecodeRLE4', has a light gray fill and a black border. A blue arrow points from the right side of this box to the left side of the right box. The right box, labeled 'bmp_SetPix', has a white fill and a black border.

bmp_SetPix