


RenderThread::ChangeColor



```
graph LR; A[RenderThread::ChangeColor] --> B[RenderThread::reloadColorMap]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'RenderThread::ChangeColor'. The right box is white and contains the text 'RenderThread::reloadColorMap'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

RenderThread::reloadColorMap