

ImPlot::NextColormapColorU32

```
graph LR; A[ImPlot::NextColormapColorU32] --> B[ImPlotColormapData::GetKeyColor]; A --> C[ImPlotColormapData::GetKeyCount];
```

The diagram illustrates a function call sequence. A grey box on the left contains the text 'ImPlot::NextColormapColorU32'. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing 'ImPlotColormapData::GetKeyColor'. The bottom arrow points to another white box containing 'ImPlotColormapData::GetKeyCount'.

ImPlotColormapData  
::GetKeyColor

ImPlotColormapData  
::GetKeyCount