

fn\_INSERT\_COLOR



```
graph LR; A[fn_INSERT_COLOR] --> B[insert_color]
```

A diagram showing a mapping from a function name to a specific implementation. On the left, a white rectangular box with a black border contains the text 'fn\_INSERT\_COLOR'. A blue arrow points from the right side of this box to a gray rectangular box with a black border on the right, which contains the text 'insert\_color'.

insert\_color