```
entry:
 %err = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 0
 %0 = load %struct.jpeg_error_mgr*, %struct.jpeg_error_mgr** %err, align 8,
... !tbaa !2
 %msg_code = getelementptr inbounds %struct.jpeg_error_mgr,
... %struct.jpeg_error_mgr* %0, i64 0, i32 5
 store i32 45, i32* %msg_code, align 8, !tbaa !10
 %error_exit = getelementptr inbounds %struct.jpeg_error_mgr,
... %struct.jpeg_error_mgr* %0, i64 0, i32 0
 %1 = load void (%struct.jpeg_common_struct*)*, void
... (%struct.jpeg_common_struct*)** %error_exit, align 8, !tbaa !13
 %2 = bitcast %struct.jpeg_decompress_struct* %cinfo to
... %struct.jpeg_common_struct*
 tail call void %1(%struct.jpeg_common_struct* %2) #5
 ret void
```

CFG for 'new_color_map_1_quant' function