

lbann::write\_uint32



```
graph LR; A[lbann::write_uint32] --> B[lbann::write_bytes]
```

A diagram showing a call from `lbann::write_uint32` to `lbann::write_bytes`. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

lbann::write\_bytes