

ImGui::GetColorU32



```
graph LR; A[ImGui::GetColorU32] --> B[ImGui::ColorConvertFloat4ToU32]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'ImGui::GetColorU32'. A dark blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'ImGui::ColorConvertFloat4ToU32' on two lines.

ImGui::ColorConvertFloat4  
ToU32