

UTF32::EncodeUnsafe



```
graph LR; A[UTF32::EncodeUnsafe] --> B[PutUnsafe]
```

A diagram showing a call from UTF32::EncodeUnsafe to PutUnsafe. The first box, UTF32::EncodeUnsafe, is gray and has a blue arrow pointing to the second box, PutUnsafe, which is white.

PutUnsafe