

ImGui::SetWindowClipRect  
BeforeSetChannel



```
graph LR; A["ImGui::SetWindowClipRect  
BeforeSetChannel"] --> B["ImRect::ToVec4"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'ImGui::SetWindowClipRect' on the top line and 'BeforeSetChannel' on the bottom line. A 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 'ImRect::ToVec4'.

ImRect::ToVec4