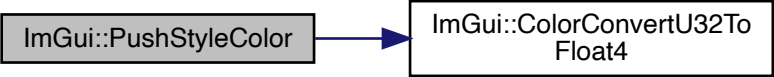


ImGui::PushStyleColor



```
graph LR; A[ImGui::PushStyleColor] --> B[ImGui::ColorConvertU32ToFloat4];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'ImGui::PushStyleColor'. 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::ColorConvertU32ToFloat4'.

ImGui::ColorConvertU32To  
Float4