


GBColorDlg::getWhich



```
graph LR; A[MainWnd::OnOptionsGameboyColors] --> B[GBColorDlg::getWhich];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'GBColorDlg::getWhich'. The box on the right is white with a black border and contains the text 'MainWnd::OnOptionsGameboyColors' on two lines. A blue arrow points from the right box to the left box.

MainWnd::OnOptionsGameboy  
Colors