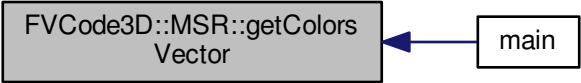


FVCode3D::MSR::getColors
Vector



```
graph RL; main[main] --> func[FVCode3D::MSR::getColors Vector];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The box on the left is shaded gray and contains the text 'FVCode3D::MSR::getColors' on the top line and 'Vector' on the bottom line. The box on the right is white and contains the text 'main'. A dark blue arrow points from the right side of the 'main' box to the right side of the gray box.

main