```
ImVec4
    + X
    + y
    + z
    + w
    + ImVec4()
    + ImVec4()
           +Value
      ImColor
+ ImColor()
+ ImColor()
+ ImColor()
+ ImColor()
+ ImColor()
+ operator ImU32()
+ operator ImVec4()
+ SetHSV()
+ HSV()
```