

FastUInt32ToBuffer



```
graph LR; A[FastUInt32ToBuffer] --> B[FastUInt32ToBufferLeft]
```

A diagram showing a relationship between two functions. On the left is a gray rectangular box containing the text 'FastUInt32ToBuffer'. A blue arrow points from this box to a white rectangular box on the right containing the text 'FastUInt32ToBufferLeft'. Both boxes have a thin black border.

FastUInt32ToBufferLeft