

ImGui::SFML::Init



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graph LR; A[ImGui::SFML::Init] --> B[ImGui::SFML::UpdateFontTexture]
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A diagram showing a call from the `ImGui::SFML::Init` function to the `ImGui::SFML::UpdateFontTexture` function. The `ImGui::SFML::Init` box is shaded gray, and the `ImGui::SFML::UpdateFontTexture` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

ImGui::SFML::UpdateFontTexture