

BodyPartCreator::ReadInput



```
graph LR; A[BodyPartCreator::ReadInput] --> B[ImGui::Combo]
```

A diagram showing a call from `BodyPartCreator::ReadInput` to `ImGui::Combo`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

ImGui::Combo