

Struct

count

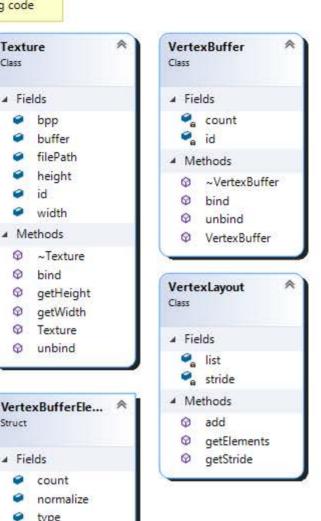
type

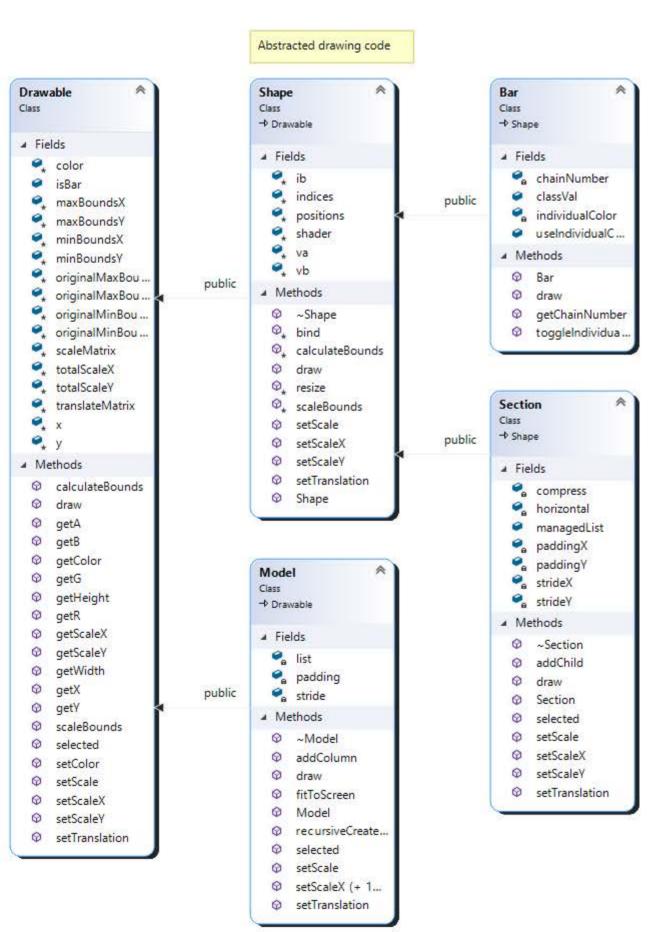
normalize

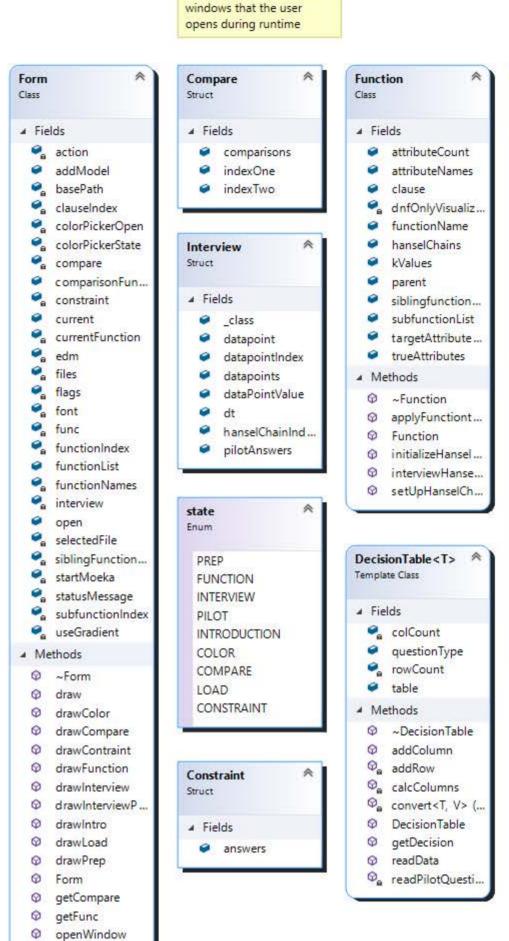
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focus

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On Tree

drawColorPicker

managedList

monoFont

scaleBy

window

addModelFrom.

addModelFrom

addToRender

buttonActions

createOptions

drawlmGuiWin...

endlmGui

initGLEW

initGLFW

initlmGui

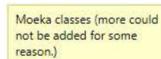
@ treeDescription

Window

draw

createColorPick.

Class



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