```
ImPlot::RendererBarsFill
                                   H< _Getter1, _Getter2 >
                                   ImPlot::RendererBarsFill
                                   V< _Getter1, _Getter2 >
                                  ImPlot::RendererBarsLine
                                   H< _Getter1, _Getter2 >
                                  ImPlot::RendererBarsLine
                                   V< _Getter1, _Getter2 >
                               ImPlot::RendererLineSegments1
                                         < Getter >
                               ImPlot::RendererLineSegments2
                                   < _Getter1, _Getter2 >
                                  ImPlot::RendererLineStrip
                                         < _Getter >
                                  ImPlot::RendererLineStrip
                                       Skip< _Getter >
ImPlot::RendererBase
                                 ImPlot::RendererMarkersFill
                                         < _Getter >
                                ImPlot::RendererMarkersLine
                                         < _Getter >
                                    ImPlot::RendererRectC
                                         < _Getter >
                                   ImPlot::RendererShaded
                                   < _Getter1, _Getter2 >
                                  ImPlot::RendererStairsPost
                                         < _Getter >
                                  ImPlot::RendererStairsPost
                                     Shaded< _Getter >
                                  ImPlot::RendererStairsPre
                                         < _Getter >
                                  ImPlot::RendererStairsPre
                                     Shaded< _Getter >
```