ImPlot::RendererBase	
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	ImPlot::RendererBarsFillH<_Getter1, _Getter2 >
	ImPlot::RendererBarsFillV<_Getter1,_Getter2>
	ImPlot::RendererBarsLineH< _Getter1, _Getter2 >
	ImPlot::RendererBarsLineV<_Getter1,_Getter2>
	ImPlot::RendererLineSegments1<_Getter >
	ImPlot::RendererLineSegments2<_Getter1,_Getter2 >
	ImPlot::RendererLineStrip<_Getter>
	ImPlot::RendererLineStripSkip< _Getter >
	ImPlot::RendererMarkersFill< _Getter >
	IIII lotRenderenvidikelsi IIIN _Octici >
	ImPlot::RendererMarkersLine<_Getter >
	ImPlot::RendererRectC< _Getter >
	ImPlot::RendererShaded<_Getter1, _Getter2 >
	ImPlot::RendererStairsPost<_Getter >
	<u> </u>
	ImPlot::RendererStairsPostShaded< _Getter >
	ImPlot::RendererStairsPre< _Getter >
	ImPlot::RendererStairsPreShaded< _Getter >