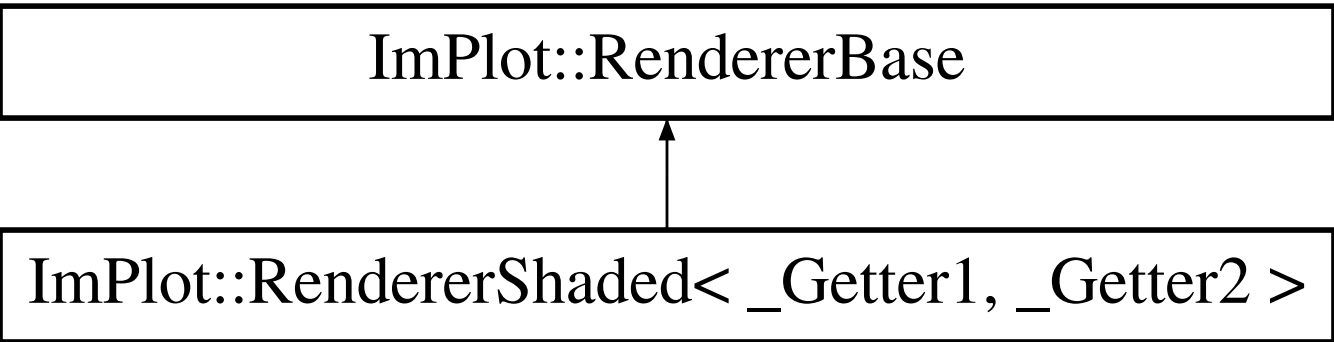
ImPlot::RendererBase
ImPlot::RendererShaded< _Getter1, _Getter2 >