```
ImGuiStorage::Pair
   + key
+ val_i
   + val f
   + val_p
   + @1
   + Pair()
   + Pair()
   + Pair()
              +Data
ImVector< ImGuiStorage
         ::Pair >
+ Size
+ Capacity
+ ImVector()
+ ImVector()
+ ~ImVector()
+ operator=()
+ empty()
+ size()
+ capacity()
+ operator[]()
+ operator[]()
+ clear()
and 22 more...
              +Data
     ImGuiStorage
  + Clear()
  + GetInt()
  + SetInt()
  + GetBool()
  + SetBool()
  + GetFloat()
  + SetFloat()
  + GetVoidPtr()
  + SetVoidPtr()
  + GetIntRef()
  + GetBoolRef()
  + GetFloatRef()
  + GetVoidPtrRef()
  + SetAllInt()
```

+ BuildSortByKey()