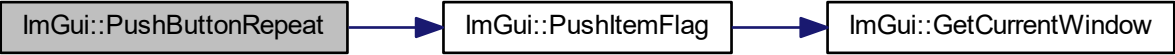


ImGui::PushButtonRepeat



```
graph LR; A[ImGui::PushButtonRepeat] --> B[ImGui::PushItemFlag]; B --> C[ImGui::GetCurrentWindow];
```

ImGui::PushItemFlag

ImGui::GetCurrentWindow