

ImGui::TreeNodeBehaviorIsOpen

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graph LR; A[ImGui::TreeNodeBehaviorIsOpen] --> B[ImGuiStorage::SetInt]; A --> C[ImGuiStorage::GetInt];
```

A diagram showing a function call. On the left, a grey rectangular box contains the text 'ImGui::TreeNodeBehaviorIsOpen'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'ImGuiStorage::SetInt'. The bottom arrow points to a white rectangular box containing 'ImGuiStorage::GetInt'.

ImGuiStorage::SetInt

ImGuiStorage::GetInt