```
ImVector< unsigned
          char >
   + Size
   + Capacity
   + Data
   + ImVector()
   + ImVector()
   + ~ImVector()
   + operator=()
   + empty()
   + size()
   + capacity()
   + operator[]()
   + operator[]()
   + clear()
   and 22 more...
              +UsedChars
ImFontAtlas::GlyphRanges
          Builder
+ GlyphRangesBuilder()
+ GetBit()
+ SetBit()
+ AddChar()
+ AddText()
+ AddRanges()
+ BuildRanges()
```