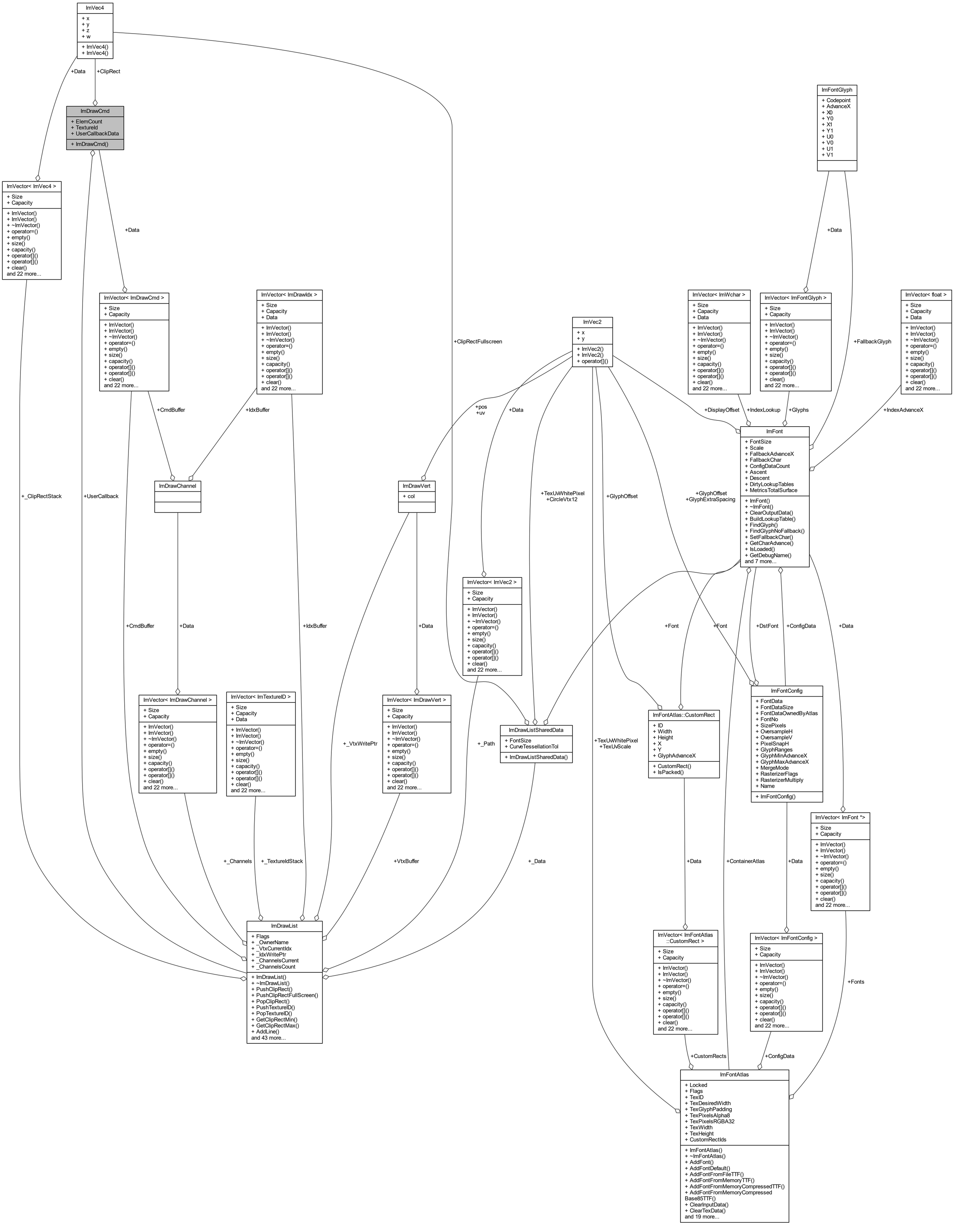
ImVec4
+ x
+ y
+ z
+ w
+ ImVec4()
+ ImVec4()
+Data
+ClipRect
ImDrawCmd
+ ElemCount
+ TextureId
+ UserCallbackData
+ ImDrawCmd()
ImVector< ImVec4 >
+ Size
+ Capacity
+ ImVector()
+ ~ImVector()
+ operator=()
+ empty()
+ size()
+ capacity()
+ operator[]()
+ clear()
and 22 more...
+Data
ImVector< ImDrawCmd >
+ Size
+ Capacity
+ ImVector()
+ ~ImVector()
+ operator=()
+ empty()
+ size()
+ capacity()
+ operator[]()
+ clear()
and 22 more...
ImVector< ImDrawIdx >
+ Size
+ Capacity
+ Data
+ ImVector()
+ ~ImVector()
+ operator=()
+ empty()
+ size()
+ capacity()
+ operator[]()
+ clear()
and 22 more...
+ClipRectFullscreen
ImFontGlyph
+ Codepoint
+ AdvanceX
+ X0
+ Y0
+ X1
+ Y1
+ U0
+ V0
+ U1
+ V1
+Data
+FallbackGlyph
ImVector< ImWchar >
+ Size
+ Capacity
+ Data
+ ImVector()
+ ~ImVector()
+ operator=()
+ empty()
+ size()
+ capacity()
+ clear()
and 22 more...
ImVector< ImFontGlyph >
+ Size
+ Capacity
+ ImVector()
+ ~ImVector()
+ operator=()
+ empty()
+ size()
+ capacity()
+ clear()
and 22 more...
ImVector< float >
+ Size
+ Capacity
+ Data
+ ImVector()
+ ~ImVector()
+ operator=()
+ empty()
+ size()
+ capacity()
+ clear()
and 22 more...
ImVec2
+ x
+ y
+ ImVec2()
+ ImVec2()
+ operator[]()
+CmdBuffer
+IdxBuffer
+pos
+uv
+Data
+DisplayOffset
+IndexLookup
+Glyphs
+IndexAdvanceX
ImFont
+ FontSize
+ Scale
+ FallbackAdvanceX
+ FallbackChar
+ ConfigDataCount
+ Ascent
+ Descent
+ DirtyLookupTables
+ MetricsTotalSurface
+ ImFont()
+ ~ImFont()
+ ClearOutputData()
+ BuildLookupTable()
+ FindGlyph()
+ FindGlyphNoFallback()
+ SetFallbackChar()
+ GetCharAdvance()
+ IsLoaded()
+ GetDebugName()
and 7 more...
+_ClipRectStack
+UserCallback
ImDrawChannel
ImDrawVert
+ col
+TexUWhitePixel
+CircleVtx12
+GlyphOffset
+GlyphOffset
+GlyphExtraSpacing
ImVector< ImVec2 >
+ Size
+ Capacity
+ ImVector()
+ ~ImVector()
+ operator=()
+ empty()
+ size()
+ capacity()
+ operator[]()
+ clear()
and 22 more...
+CmdBuffer
+Data
+IdxBuffer
+Data
+Font
+Font
+DstFont
+ConfigData
+Data
ImVector< ImDrawChannel >
+ Size
+ Capacity
+ ImVector()
+ ~ImVector()
+ operator=()
+ empty()
+ size()
+ capacity()
+ operator[]()
+ clear()
and 22 more...
ImVector< ImTextureID >
+ Size
+ Capacity
+ Data
+ ImVector()
+ ~ImVector()
+ operator=()
+ empty()
+ size()
+ capacity()
+ operator[]()
+ clear()
and 22 more...
+_VtxWritePtr
ImVector< ImDrawVert >
+ Size
+ Capacity
+ ImVector()
+ ~ImVector()
+ operator=()
+ empty()
+ size()
+ capacity()
+ operator[]()
+ clear()
and 22 more...
+_Path
ImDrawListSharedData
+ FontSize
+ CurveTessellationTol
+ ImDrawListSharedData()
+TexUWhitePixel
+TexUvScale
ImFontAtlas::CustomRect
+ ID
+ Width
+ Height
+ X
+ Y
+ GlyphAdvanceX
+ CustomRect()
+ IsPacked()
ImFontConfig
+ FontData
+ FontDataSize
+ FontDataOwnedByAtlas
+ FontNo
+ SizePixels
+ OversampleH
+ OversampleV
+ PixelSnapH
+ GlyphRanges
+ GlyphMinAdvanceX
+ GlyphMaxAdvanceX
+ MergeMode
+ RasterizerFlags
+ RasterizerMultiply
+ Name
+ ImFontConfig()
ImVector< ImFont *>
+ Size
+ Capacity
+ ImVector()
+ ~ImVector()
+ operator=()
+ empty()
+ size()
+ capacity()
+ operator[]()
+ clear()
and 22 more...
+_Channels
+_TextureIdStack
+VtxBuffer
+_Data
+Data
+ContainerAtlas
+Data
ImDrawList
+ Flags
+ _OwnerName
+ _VtxCurrentIdx
+ _IdxWritePtr
+ _ChannelsCurrent
+ _ChannelsCount
+ ImDrawList()
+ ~ImDrawList()
+ PushClipRect()
+ PushClipRectFullScreen()
+ PopClipRect()
+ PushTextureID()
+ PopTextureID()
+ GetClipRectMin()
+ GetClipRectMax()
+ AddLine()
and 43 more...
ImVector< ImFontAtlas
::CustomRect >
+ Size
+ Capacity
+ ImVector()
+ ~ImVector()
+ operator=()
+ empty()
+ size()
+ capacity()
+ operator[]()
+ clear()
and 22 more...
ImVector< ImFontConfig >
+ Size
+ Capacity
+ ImVector()
+ ~ImVector()
+ operator=()
+ empty()
+ size()
+ capacity()
+ operator[]()
+ clear()
and 22 more...
+Fonts
+CustomRects
+ConfigData
ImFontAtlas
+ Locked
+ Flags
+ TexID
+ TexDesiredWidth
+ TexGlyphPadding
+ TexPixelsAlpha8
+ TexPixelsRGBA32
+ TexWidth
+ TexHeight
+ CustomRectIds
+ ImFontAtlas()
+ ~ImFontAtlas()
+ AddFont()
+ AddFontDefault()
+ AddFontFromFileTTF()
+ AddFontFromMemoryTTF()
+ AddFontFromMemoryCompressedTTF()
+ AddFontFromMemoryCompressed
Base85TTF()
+ ClearInputData()
+ ClearTexData()
and 19 more...