## ImGuiInputTextCallbackData + EventFlag + Flags + UserData + EventChar + EventKey + Buf + BufTextLen + BufSize + BufDirty + CursorPos + SelectionStart + SelectionEnd + ImGuilnputTextCallbackData() + DeleteChars() + InsertChars() + HasSelection() +ChainCallback InputTextCallback UserData + Str + ChainCallbackUserData