

ImGui::DebugNodeViewport



```
graph LR; A[ImGui::DebugNodeViewport] --> B[ImGui::SetNextItemOpen];
```

A diagram showing a call from `ImGui::DebugNodeViewport` to `ImGui::SetNextItemOpen`. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the right side of the first box to the left side of the second box.

ImGui::SetNextItemOpen