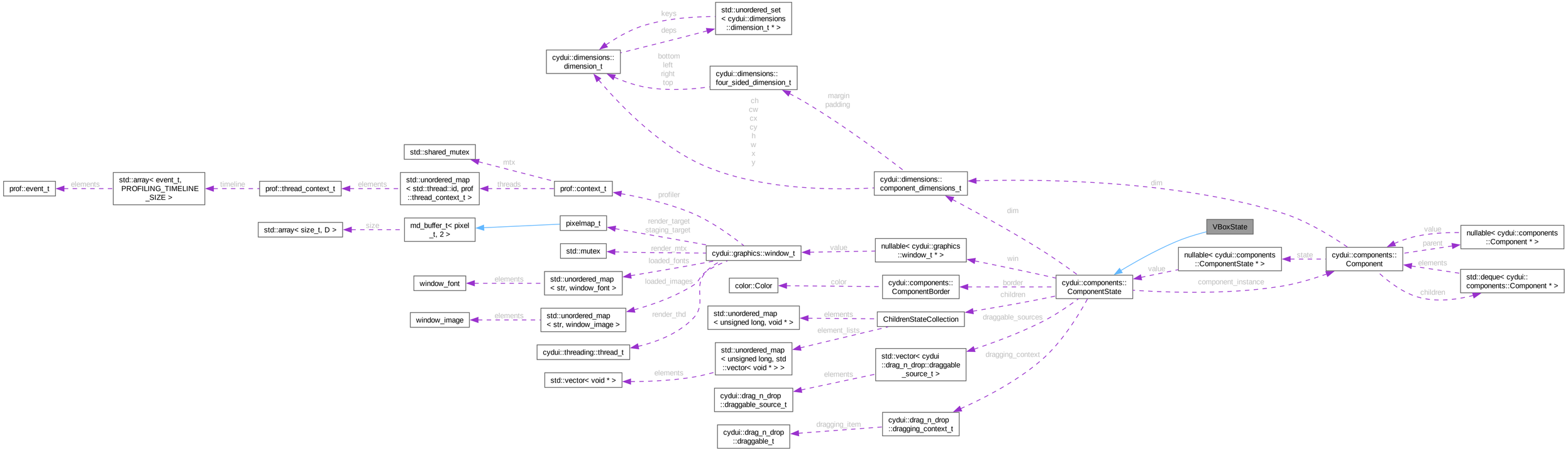
std::unordered_set < cydui::dimensions ::dimension_t * >
keys
deps
cydui::dimensions:: dimension_t
bottom
left
right
top
cydui::dimensions:: four_sided_dimension_t
margin
padding
ch
cw
cx
cy
h
w
x
y
cydui::dimensions:: component_dimensions_t
dim
dim
std::shared_mutex
mtx
prof::event_t
elements
std::array< event_t, PROFILING_TIMELINE _SIZE >
timeline
prof::thread_context_t
elements
std::unordered_map < std::thread::id, prof ::thread_context_t >
threads
prof::context_t
profiler
std::array< size_t, D >
size
md_buffer_t< pixel _t, 2 >
pixelmap_t
render_target
staging_target
std::mutex
render_mtx
cydui::graphics::window_t
loaded_fonts
value
nullable< cydui::graphics ::window_t * >
win
VBoxState
nullable< cydui::components ::ComponentState * >
state
cydui::components:: Component
value
parent
nullable< cydui::components ::Component * >
elements
std::deque< cydui:: components::Component * >
children
value
component_instance
window_font
elements
std::unordered_map < str, window_font >
loaded_images
color::Color
color
cydui::components:: ComponentBorder
border
cydui::components:: ComponentState
children
window_image
elements
std::unordered_map < str, window_image >
render_thd
std::unordered_map < unsigned long, void * >
elements
ChildrenStateCollection
dragging_sources
element_lists
cydui::threading::thread_t
std::unordered_map < unsigned long, std ::vector< void * > >
dragging_context
std::vector< void * >
elements
elements
std::vector< cydui ::drag_n_drop::draggable _source_t >
cydui::drag_n_drop ::draggable_source_t
cydui::drag_n_drop ::draggable_t
dragging_item
cydui::drag_n_drop ::dragging_context_t