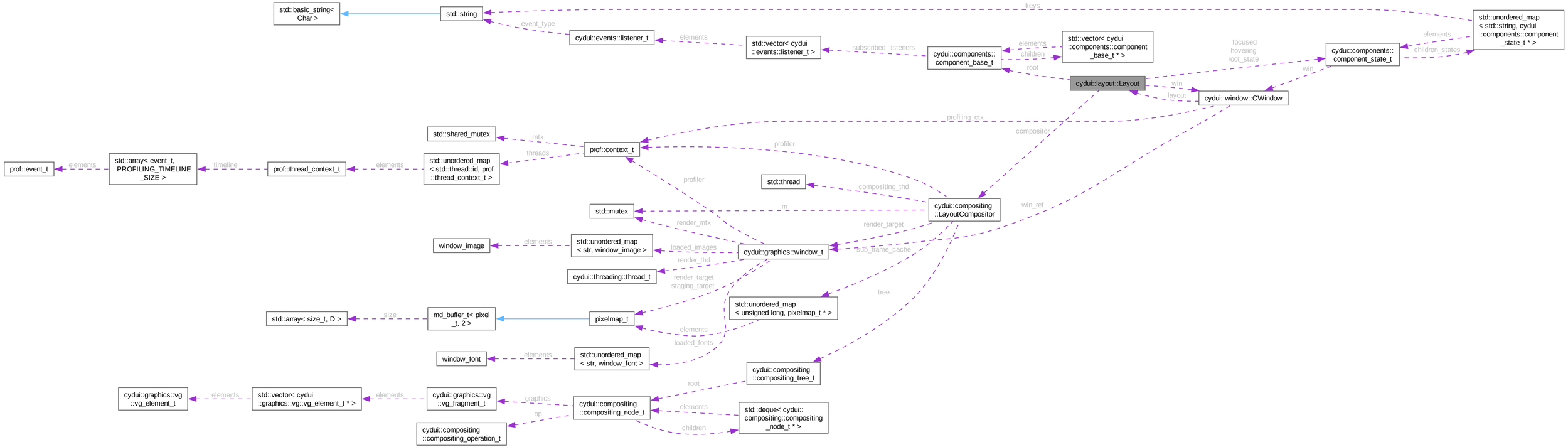
std::basic_string< Char >
std::string
event_type
cydui::events::listener_t
elements
std::vector< cydui ::events::listener_t >
subscribed_listeners
cydui::components:: component_base_t
elements
children
root
std::vector< cydui ::components::component _base_t * >
keys
std::unordered_map < std::string, cydui ::components::component _state_t * >
elements
children_states
cydui::components:: component_state_t
focused
hovering
root_state
win
cydui::layout::Layout
win
layout
cydui::window::CWindow
compositor
profiling_ctx
std::shared_mutex
mtx
threads
prof::context_t
profiler
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 >
profiler
std::thread
compositing_thd
cydui::compositing ::LayoutCompositor
win_ref
std::mutex
m
render_mtx
render_target
window_image
elements
std::unordered_map < str, window_image >
loaded_images
cydui::graphics::window_t
sub_frame_cache
render_thd
cydui::threading::thread_t
render_target
staging_target
tree
std::array< size_t, D >
size
md_buffer_t< pixel _t, 2 >
pixelmap_t
std::unordered_map < unsigned long, pixelmap_t * >
elements
loaded_fonts
window_font
elements
std::unordered_map < str, window_font >
cydui::compositing ::compositing_tree_t
root
cydui::graphics::vg ::vg_element_t
elements
std::vector< cydui ::graphics::vg::vg_element_t * >
elements
cydui::graphics::vg ::vg_fragment_t
graphics
cydui::compositing ::compositing_node_t
elements
std::deque< cydui:: compositing::compositing _node_t * >
op
cydui::compositing ::compositing_operation_t
children