| +Capacity +Capacity +Capacity +Size +Size +  | Capacity +Capacity +Size +Size +Size   | +Capacity +Data +Size        | ImDrawldx *  | +Capacity +Capacity +Capacity +Size +Size  | + size() + size_in_bytes() + max_size() + capacity() + operator[]() + begin() + begin() + end() + end() + front() + back() + back() + back() + swap() + _grow_capacity() + resize() + resize() + shrink() + reserve_discard() + push_back() + push_back() + push_front() + erase() + erase() + erase() + insert() + find() + find() + find_erase_unsorted() + index_from_ptr()  | ImGuilD * +Capacity +Size +Capacity +Size        | +Ca<br>+S   | apacity<br>Size   |   | +Capacity +Size   |  |  |  |   | float  |   |  | +Capacity<br>+Size          | +Capacity +Size  +Capacity +Size | +Capacity<br>+Size  | +Capacity<br>+Size                    | +Capacity +Size  +Capacity +Size |                            |
|--|--|------------------------------|--|--|---|--|---|---|---|---|--|--|--|---|--|---|--|-----------------------------|----------------------------------|---|---------------------------------------|----------------------------------|----------------------------|
| Im/vectors   Im/cut   Im/vectors   Im/vect | Im/Vectors   Im/ | A Show fables Rects Type     | ImVector()   | ImVectors   ImTextureID >  | city e < ImDrawCmd > < ImVec4 > <   | ImVector()                                       |   | #Flags #FocusScopeId #OpenCond  *Width  #Width  | #DockNod +Pan +Pan +Tabitem +Viewport  +InitialFlags  | ### Set   | ImVec4 + ImVec4() + ImVec4()   | +Ascent +Descent +Ellipsis/Mith +FallbackAdvanceX +FontSize +Scale  +Sta   | + LastActiveFrame + Cueryid + SizekLevel  + SizekLevel  + Count + Current + Current + Flags + Flags + Flore + Lorent + Current + Current + Current + Flags + Flore + Count + Current + Current + Current + Current + Current + Flags + Flore + Count + Current + Flags + Flore | +CopyToClipboardLastTime  | ImVec2 + ImVec2() + Imvec2() + operator[]() + operator[]() | +Alpha +ChildBorderSize +ChildRounding +CircleTessellationMax Error +ColumnsMinSpacing +CurveTessellationTol +DisabledAlpha +FrameBrounding +CraberSize +FrameRounding +GrabMinSize  +ButtonTextAllign +CeliPadding | + CollapsedCond + BackupLayout + Plags | ImVector()                  | ImVectors   ImGulGroupData >     | #NextTotalWidt  float >  float >  float >  the city()  card()  card() | Time                                  | ImVector   ImGuiColorMod         |                            |
|  | ImGuTextIndex + clear() + size() + get_line_begin() + get_line_end() + append()  | ImFort * >                   | ImVector< char >   | +Flags +_VtxCurrentldx    Imvector( imvec4:  | ImDrawVert +  | ImVector< ImVec2 >                               | +AutoPosLastDirection +ShowWindowsBegin +ShowWindowsRed  +AutoPosLastDirection +ChildId +DockId +DockId +DockId +DockId +DockTabItemStatusFlags +Flags +Flags +FlagsPreviousFrame +ID +LastFrameActive +LastFrameAustFocused +MemoryDrawListIdxCapacity | ol sets norder ects   | +FontSize   | +ReorderRequestTabld +SelectedTabld +VisibleTabld   |  |  |  | +OffMaxX<br>+OffMinX  |  | +SelectableTextAlign<br>+SeparatorTextAlign<br>+SeparatorTextPadding<br>ImRect  + ImRect() + ImRect() + ImRect()  | ImGuiStyle   |                             | +Spacing<br>+Widths + ImVec1()   | lumns slumns() ) Width()  | +MainPos +MainSize +WorkPos +WorkSize |                                  |                            |
|  |  | ImVector   ImFont * >        | ImGuilnputTextDeactivated State  + ImGuilnputTextDeactivated State() + ClearFreeMemory()   | #Flags #Parent/lewportid  #Invector() #Invector() #Invector() #Invector() #Operator=() #Operator | awVert >  | +_DwnerName  +DpiScale +IDStack  ImDrawCmdHeader | +AuthorityForPos +AuthorityForSize +AuthorityForSize +AuthorityForWiewport +CountNodeWithVindows +D +LastFormeActive +ListFrameActive +ListFrameActive +LastFrameFocused  | +AutoFitChildAxises +AutoFitFramesX +AutoFitFramesY +DisableInputsFrames +HiddenFramesCanSkipItems +HiddenFramesCanSkipItems +HiddenFramesForRenderOnly +Name +ResizeBorderHeld | -Valid + ImDrawListSharedData() + SetCircleTessellationMax Error() + SetCircleTessellationMax   | ImGuiTextBuffe  + ImGuiTextBuffe  + lmGuiTextBuffe  + operator[]() + begin() + end() + size() + empty() + clear() + reserve() + c_str() + appendf() + appendf(v() | +ItemWidth +LastTime   | +Active +Appearing +AutoFitDnlyGrows +Colapsed +DockNactive +DockNactive +DockTablsVisible +DockTablsVisible +DockTablsVisible +DockTablsVisible +DockTablsVisible +DockTablsVisible +DockTablsVisible +DockTablsVisible +DockTablsVisible | +WindowClass +BackupClirsorPus +Re +FramePidding +PramePidding +PramePidding +PramePidding +PramePidding +ContentSize +ContentSizeExplicit +ContentSizeIdeal +ContentSizeIdeal +NavPreferredScoringPos Rel +Pos +Pos +Scroll + | +BeginCount +BeginCountPreviousFrame +BeginOrderWithinContext +BeginOrderWithinParent +DockOrder +FocusOrder  + ImGuiLastItemData() | ImGuiColdColumns + ImGuiColdColumns() + ImGuiComboPreview  |   | +LastFit* +Row   | interactive owFlags BgColor |                                  | +CurrentTableIdx +LayoutType +ParentLayoutType +PreeDepth +TreeJumpToParentOnPopMask  |                                       | +DistAxial +DistBox +DistCenter  | +FocusScopeId +ID +InFlags |
|  | +Carpaci<br>+S.Ze  | acity 2e   ImGulViewportP *> | ImChunkStream< ImGuiWindow Settings >  + clear() + empty() + size() + alloc_chunk() + begin() + next_chunk() + chunk_size() + end() + offset_from_ptr() + ptr_from_offset() + swap() |  |   | +_CmdHeader  +_CmdHeader                         | +_Data +DockSplitDir ++   | +PlatformRequestMove +PlatformRequestRes/ze -PlatformWindowCreated  | +BuildWorkOffsetMax +BuildWorkOffsetMax +BuildWorkOffsetMin +LastPlatformPos +LastPlatformSize +LastPos +LastRendererSize +WorkOffsetMax +WorkOffsetMin +PlatformUserData +RendererUserData +RendererUserData | ImGuiStorage  | HabsNames  |  | +Data +HitT  | +ClipRect   |  | +IsResetAllRequest  |  |                             |                                  |   |                                       |                                  |                            |
| + Mackendritags + ConfigFlags + CurtiumA + CurtiumA + CurtiumA + CurtiumA + CurtiumA + Unitys + Higgs + HID + Higgs + HID + Higgs + HID + Higgs + HID + Higgs + Mackendritage  |  |                              | ImChunkStream< ImC Settings >  + Clear() + empty() + size() + alloc_chunk() + begin() + next_chunk() + chunk_size() + end() + offset_from_pt + ptr_from_offset + swap()              | 3ulTable (10) (10) (10) (10) (10) (10) (10) (10)   | + PathIllConvex() + PathStroke() + PathArcTo() + PathArcToFast() + PathBezierCubicCurveT + PathBezierQuadraticCur + PathRect() + AddCallback() + AddDrawCmd() + CloneOutput() + ChannelsSplit() + ChannelsMerge() + ChannelsSetCurrent() + PrimReserve() + PrimUnreserve() + PrimWnreserve() + PrimWiteVtx() + PrimWiteVtx() + PrimWiteVtx() + PrimWiteIdx() + PrimVtx() +ClearFreeMemory() +PopUnusedDrawCmd() +TryMergeDrawCmds() +OnChangedClipRect() +OnChangedTextureID() +OnChangedTextureID() +CalcCircleAutoSegmer +PathArcToFastEx() +PathArcToN() | htCount() +CmdLists                              |   |   |   | + GetInRef() + GetFloatRef() + GetVoidPtrRef() + SetAllInt() + BuildSortByKey()  +WindowClass +StateStorage   | + resize() + shrink() + reserve_() + reserve_discard() + push_back() + pop_back() + push_front() + erase() + erase() + erase_unsorted() + insert() + contains() + find() + find_erase() + find_erase_unsorted() + index_from_ptr() |  |  | +ColumnsNames   |  | +WorkRect   |  | +PrevLineSize               | +MenuColumns +Dra +E             | +ActiveldTimer +ColorEditSavedHue +ColorEditSavedSat +CurrentDpiScale +DimBgRatio +DisabledAlphaBackup +DragCurrentAccum ragDropAcceptIdCurrRet Surface DragSpeedDefaultRatio +FontBaseSize   |                                       |                                  |                            |