```
float
    ImVec2
 + ImVec2()
 + ImVec2()
 + operator[]()
 + operator[]()
        +Max
        +Min
    ImRect
+ ImRect()
+ ImRect()
+ ImRect()
+ ImRect()
+ GetCenter()
+ GetSize()
+ GetWidth()
+ GetHeight()
+ GetArea()
+ GetTL()
+ GetTR()
+ GetBL()
+ GetBR()
+ Contains()
+ Contains()
+ Overlaps()
+ Add()
+ Add()
+ Expand()
+ Expand()
+ Translate()
+ TranslateX()
+ TranslateY()
+ ClipWith()
+ ClipWithFull()
+ Floor()
+ IsInverted()
+ ToVec4()
```