## ImChunkStream< T > + Buf + clear() + empty() + size() + alloc\_chunk() + begin() + next\_chunk() + chunk\_size() + end() + offset\_from\_ptr() + ptr\_from\_offset() + swap()

ImChunkStream< ImGuiWindov Settings >	
+	Buf
+	clear()
+	empty()
+	size()
+	alloc_chunk()
+	begin()
+	next_chunk()
+	chunk_size()
+	end()
+	offset_from_ptr()
+	ptr_from_offset()
+	swap()

ImChunkStream< ImGuiTable Settings >	
+	Buf
+	clear()
+	empty()
+	size()
+	alloc_chunk()
+	begin()
+	next_chunk()
+	chunk_size()
+	end()
+	offset_from_ptr()
+	ptr_from_offset()
+	swap()

< ImGuiWindowSettings > < ImGuiTableSettings >