

Copy imgui source files into egui library code

Dear ImGui is a bloat-free graphical user interface library for C++. It outputs optimized vertex buffers that you can render anytime in your 3D-pipeline-enabled application. It is fast, portable, renderer agnostic, and self-contained (no external dependencies). The ImGui library is high quality work by ocnut, who has invested ten years of work on it.

HOW TO SWITCH TO A NEW IMGUI VERSION: ImGui source code is downloaded as `/coderooot/bluetree/egui/dependencies/downloads/imgui/imgui-1.92.6-docking`. Selected ImGui source code files are copied into egui project.

- Copy source files from `/coderooot/bluetree/egui/dependencies/downloads/imgui/imgui-1.92.6-docking` directory into `/coderooot/bluetree/egui/code/imgui` directory.
- For version `imgui-1.92.6-docking` these files are `imconfig.h`, `imgui.cpp`, `imgui.h`, `imgui_demo.cpp`, `imgui_draw.cpp`, `imgui_internal.h`, `imgui_tables.cpp`, `imgui_widgets.cpp`, `imstb_rectpack.h`, `imstb_textedit.h` and `imstb_truetype.h`. File list and location has been consistent between diggerent ImGui versions.
- Copy GLF/OpenGL implementation files from `/coderooot/bluetree/egui/dependencies/downloads/imgui/imgui-1.92.6-docking/backends` to `/coderooot/bluetree/egui/glfw_opengl3/imgui`. These files are `imgui_impl_glfw.cpp`, `imgui_impl_glfw.h`, `imgui_impl_opengl3.cpp`, `imgui_impl_opengl3.h` and `imgui_impl_opengl3_loader.h`.
- Some problem with egui, assert for table fails. I needed to comment an assert away to be able to run. The assert is in file `imgui.cpp`, line 3429. Marked with string "PEKKA, I HAVE SOME ERROR HERE".

260221, updated 25.2.2026/pekka