

## 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 ocornut, who has invested ten years of work on it.

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

- Copy source files from /coderoot/bluetree/egui/dependencies/downloads/imgui/imgui-1.92.6-docking directory into /coderoot/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 /coderoot/bluetree/egui/dependencies/downloads/imgui/imgui-1.92.6-docking/backends to /coderoot/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