

ImGui::TreeNodeBehaviorIsOpen

```
graph LR; A[ImGui::TreeNodeBehaviorIsOpen] --> B[ImGuiStorage::GetInt]; A --> C[ImGuiStorage::SetInt];
```

The diagram illustrates a function call sequence. A central box labeled 'ImGui::TreeNodeBehaviorIsOpen' has two arrows pointing to the right. The top arrow points to a box labeled 'ImGuiStorage::GetInt', and the bottom arrow points to a box labeled 'ImGuiStorage::SetInt'.

ImGuiStorage::GetInt

ImGuiStorage::SetInt