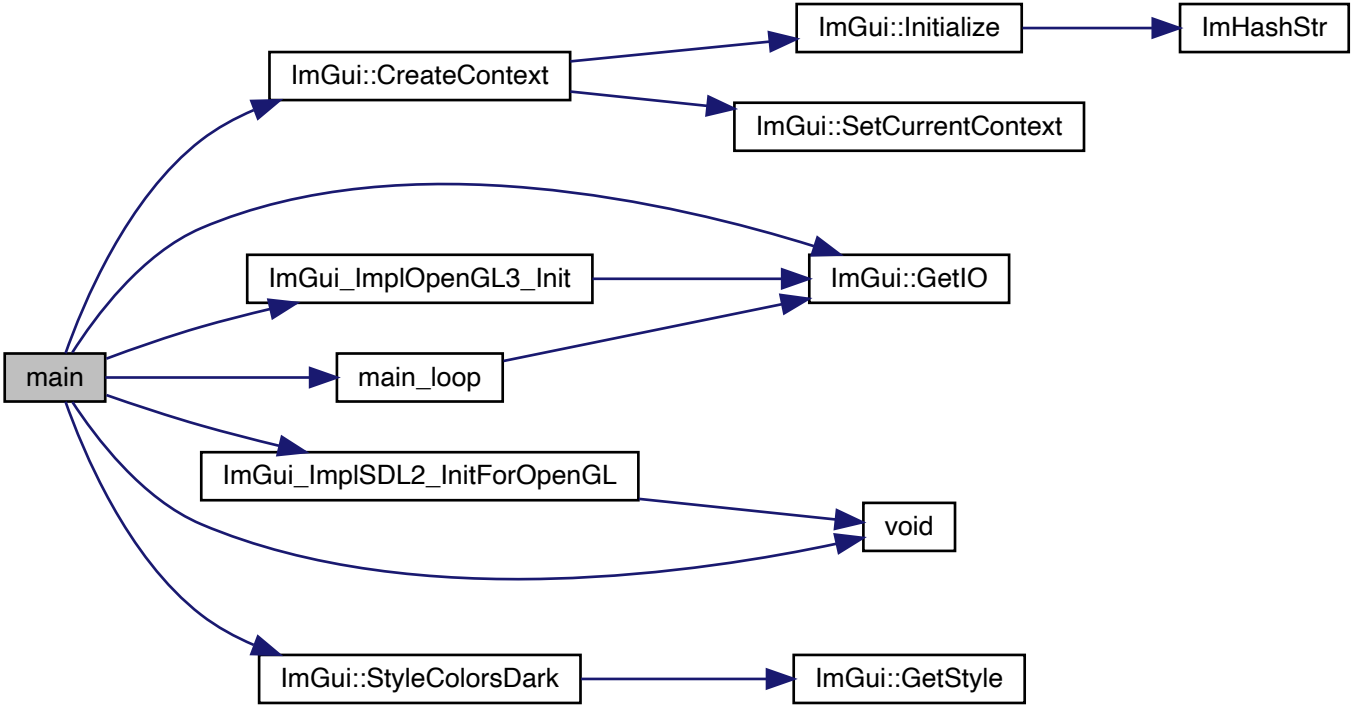
main
ImGui::CreateContext
ImGui::Initialize
ImHashStr
ImGui::SetCurrentContext
ImGui_ImplOpenGL3_Init
ImGui::GetIO
main_loop
ImGui_ImplSDL2_InitForOpenGL
void
ImGui::StyleColorsDark
ImGui::GetStyle