

ImGuiInputTextState
::ClearFreeMemory



```
graph LR; A[ImGuiInputTextState::ClearFreeMemory] --> B[ImVector::clear];
```

A diagram showing a call from the function `ImGuiInputTextState::ClearFreeMemory` to the function `ImVector::clear`. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

ImVector::clear