

ImGui_ImplDX10_Init



```
graph LR; A[ImGui_ImplDX10_Init] --> B[ImGui::GetIO]
```

A diagram showing a call from the function `ImGui_ImplDX10_Init` to the function `ImGui::GetIO`. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

ImGui::GetIO