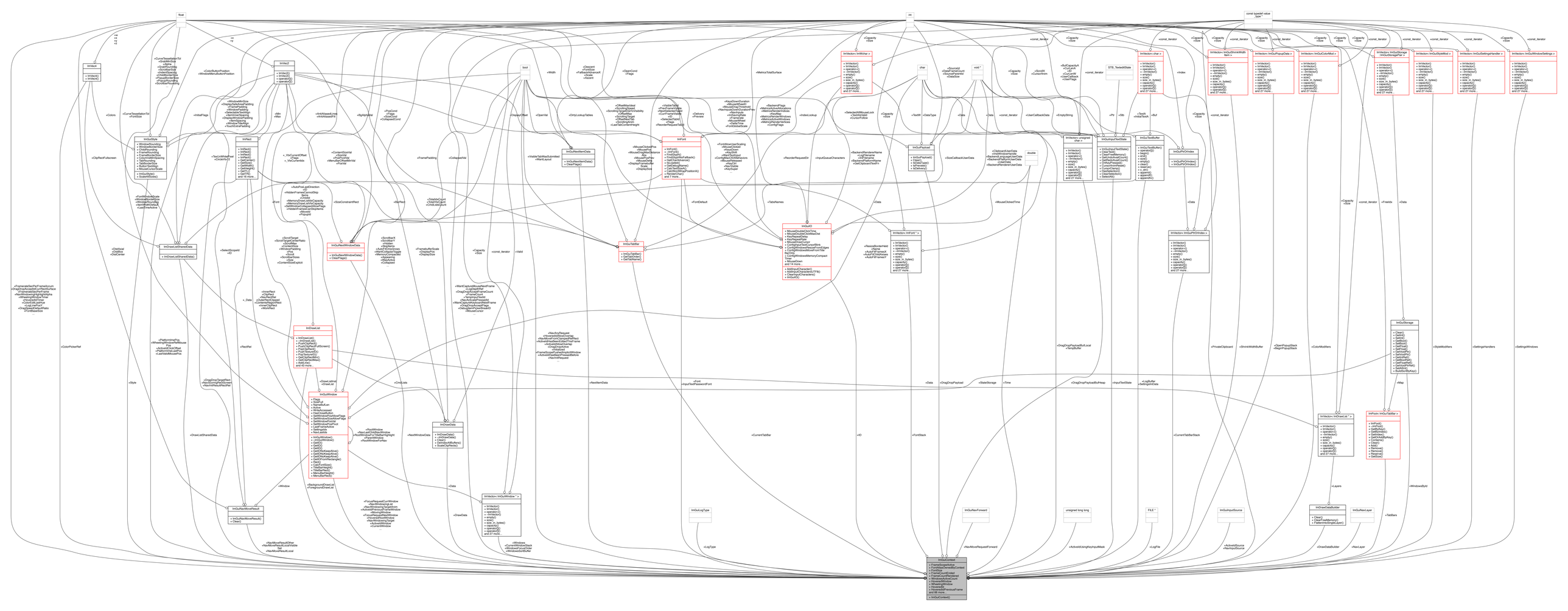
float
int
const typedef value _type*
ImVec4
+ ImVec4()
+ ImVec4()
ImVec2
+ ImVec2()
+ ImVec2()
+ operator[]()
+ operator[]()
bool
char
void *
ImVec< ImWchar >
+ ImVec()
+ ImVec()
+ operator=()
+ operator=()
+ empty()
+ size()
+ size_in_bytes()
+ capacity()
+ operator[]()
+ operator[]()
and 27 more...
ImVec< char >
+ ImVec()
+ ImVec()
+ operator=()
+ operator=()
+ empty()
+ size()
+ size_in_bytes()
+ capacity()
+ operator[]()
+ operator[]()
and 27 more...
STB_TexteditState
ImVec< ImGuiShrinkWidthItem >
ImVec< ImGuiPopupData >
ImVec< ImGuiColorMod >
ImVec< ImGuiStorage::ImGuiStoragePair >
ImVec< ImGuiStyleMod >
ImVec< ImGuiSettingsHandler >
ImVec< ImGuiWindowSettings >
ImGuiStyle
+ WindowPadding
+ WindowBorderSize
+ WindowMinSize
+ FramePadding
+ FrameBorderSize
+ ItemSpacing
+ ItemInnerSpacing
+ TabRounding
+ TabBorderSize
+ TabMinWidth
+ MouseCursorScale
+ ImGuiStyle()
+ ScaleAllSizes()
ImRect
+ ImRect()
+ ImRect()
+ ImRect()
+ ImRect()
+ GetCenter()
+ GetSize()
+ GetWidth()
+ GetHeight()
+ GetTL()
+ GetTR()
and 10 more...
ImGuiNextItemData
+ ImGuiNextItemData()
+ ClearFlags()
ImGuiPayload
+ ImGuiPayload()
+ Clear()
+ IsDataType()
+ IsPreview()
+ IsDelivery()
ImVec< unsigned char >
+ ImVec()
+ ImVec()
+ operator=()
+ operator=()
+ empty()
+ size()
+ size_in_bytes()
+ capacity()
+ operator[]()
+ operator[]()
and 27 more...
double
ImGuiInputTextState
+ ImGuiInputTextState()
+ Clear Text()
+ ClearFreeMemory()
+ GetUndoAvailCount()
+ OnKeyPressed()
+ CursorAnimReset()
+ CursorClamp()
+ HasSelection()
+ ClearSelection()
+ GetCursorPos()
+ SelectAll()
ImGuiTextBuffer
+ ImGuiTextBuffer()
+ operator[]()
+ begin()
+ end()
+ size()
+ empty()
+ clear()
+ reserve()
+ c_str()
+ appendv()
+ appendfv()
ImGuiPtrOrIndex
+ ImGuiPtrOrIndex()
+ ImGuiPtrOrIndex()
ImVec< ImGuiPtrOrIndex >
+ ImVec()
+ ImVec()
+ operator=()
+ operator=()
+ empty()
+ size()
+ size_in_bytes()
+ capacity()
+ operator[]()
+ operator[]()
and 27 more...
ImGuiSharedData
+ ImDrawListSharedData()
ImGuiNextWindowData
+ ImGuiNextWindowData()
+ ClearFlags()
ImGuiTabBar
+ ImGuiTabBar()
+ GetTabOrder()
+ GetTabName()
ImGuiIO
+ MouseDoubleClickTime
+ MouseDoubleClickMaxMoved
+ KeyRepeatDelay
+ KeyRepeatRate
+ ConfigFlags
+ ConfigInputTextCursorBlink
+ ConfigWindowsResizeFromEdges
+ ConfigWindowsMoveFromTitleBarOnly
+ ConfigWindowsMemoryCompactTimer
+ MouseDrawCursor
and 100 more...
+ AddInputCharacter()
+ AddInputCharacterUTF16()
+ ClearInputCharacters()
+ ImGuiIO()
ImVec< ImFont* >
+ ImVec()
+ ImVec()
+ operator=()
+ operator=()
+ empty()
+ size()
+ size_in_bytes()
+ capacity()
+ operator[]()
+ operator[]()
and 27 more...
ImGuiStorage
+ Clear()
+ GetInt()
+ SetInt()
+ GetBool()
+ SetBool()
+ GetFloat()
+ SetFloat()
+ GetVoidPtr()
+ SetVoidPtr()
+ GetIntRef()
+ GetBoolRef()
+ GetFloatRef()
+ GetVoidPtrRef()
+ SetAllInt()
+ BuildSortByKey()
ImDrawList
+ ImDrawList()
+ ImDrawList()
+ PushClipRect()
+ PushClipRectFullScreen()
+ PopClipRect()
+ PushTextureID()
+ PopTextureID()
+ GetClipRectMin()
+ GetClipRectMax()
+ AddLine()
and 49 more...
ImGuiWindow
+ Flags
+ SizeFull
+ ContentSizeExtra
+ Active
+ WriteAccessed
+ SetWindowPosVisibleMaskFlags
+ SetWindowSizeAllowFlags
+ SetWindowCollapsedAllowFlags
+ SetWindowDockAllowFlags
+ LastFrameActive
+ LastTimeActive
+ NavLastIds
+ ImGuiWindow()
+ ~ImGuiWindow()
+ GetID()
+ GetID()
+ GetIDNoKeepAlive()
+ GetIDNoKeepAlive()
+ GetIDFromRect()
+ GetIDFromRectangle()
+ Rect()
+ TitleBarRect()
+ TitleBarHeight()
+ TitleBarRect()
+ MenuBarHeight()
+ MenuBarRect()
ImGuiWindowData
+ ImGuiWindowData()
+ ~ImGuiWindowData()
+ Clear()
+ ClearFreeMemory()
+ ScaleClipRects()
ImVec< ImGuiWindow* >
+ ImVec()
+ ImVec()
+ operator=()
+ operator=()
+ empty()
+ size()
+ size_in_bytes()
+ capacity()
+ operator[]()
+ operator[]()
and 27 more...
ImGuiMoveResult
+ ImGuiMoveResult()
+ Clear()
ImVec< ImDrawList* >
+ ImVec()
+ ImVec()
+ operator=()
+ operator=()
+ empty()
+ size()
+ size_in_bytes()
+ capacity()
+ operator[]()
+ operator[]()
and 27 more...
ImDrawDataBuilder
+ Clear()
+ ClearFreeMemory()
+ FinalizeDrawLayer()
ImGuiLayer
ImGuiLogType
ImGuiNavForward
unsigned long long
FILE *
ImGuiInputSource
ImGuiContext
+ FrameScopeActive
+ FrameScopeJustEndedContext
+ FontSize
+ FrameCountEnded
+ FrameCountRendered
+ WindowsActiveCount
+ HoveredWindow
+ HoveredRootWindow
+ HoveredId
+ HoveredIdPreviousFrame
and 86 more...
+ ImGuiContext()