

ImGui::SplitterBehavior



```
graph LR; A[ImGui::SplitterBehavior] --> B[ImGui::SetItemAllowOverlap];
```

A diagram showing a call from `ImGui::SplitterBehavior` to `ImGui::SetItemAllowOverlap`. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the right side of the first box to the left side of the second box.

ImGui::SetItemAllowOverlap