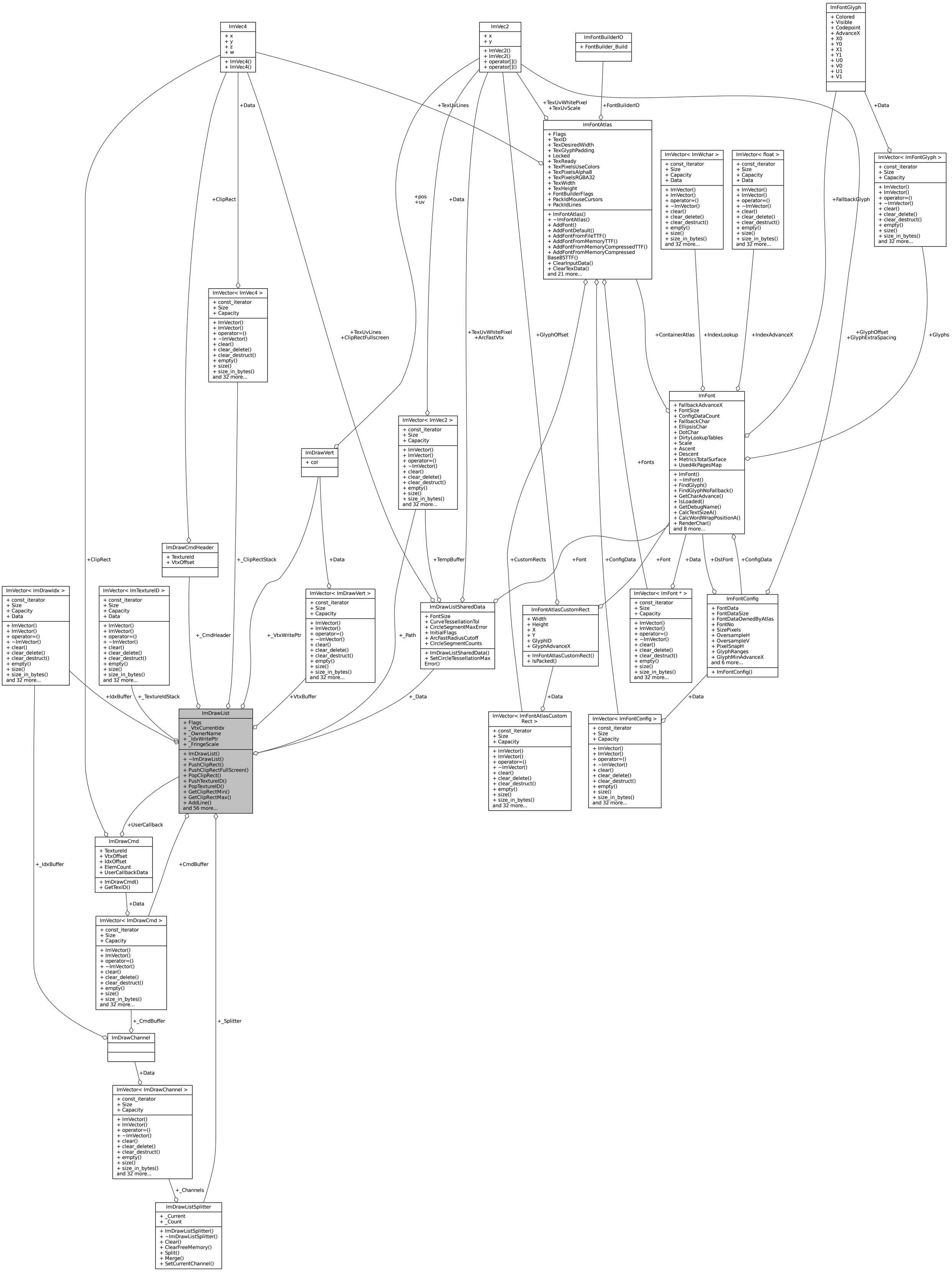
ImVec4
+ x
+ y
+ z
+ w
+ ImVec4()
+ ImVec4()
ImVec2
+ x
+ y
+ ImVec2()
+ ImVec2()
+ operator[]()
+ operator[]()
ImFontBuilderIO
+ FontBuilder_Build
ImFontGlyph
+ Colored
+ Visible
+ Codepoint
+ AdvanceX
+ X0
+ Y0
+ X1
+ Y1
+ U0
+ V0
+ U1
+ V1
+Data
+TexUvLines
+TexUvWhitePixel
+TexUvScale
+FontBuilderIO
+Data
ImFontAtlas
+ Flags
+ TexID
+ TexDesiredWidth
+ TexGlyphPadding
+ Locked
+ TexReady
+ TexPixelsUseColors
+ TexPixelsAlpha8
+ TexPixelsRGBA32
+ TexWidth
+ TexHeight
+ FontBuilderFlags
+ PackIdMouseCursors
+ PackIdLines
+ ImFontAtlas()
+ ~ImFontAtlas()
+ AddFont()
+ AddFontDefault()
+ AddFontFromFileTTF()
+ AddFontFromMemoryTTF()
+ AddFontFromMemoryCompressedTTF()
+ AddFontFromMemoryCompressed
Base85TTF()
+ ClearInputData()
+ ClearTexData()
and 21 more...
ImVector< ImWchar >
+ const_iterator
+ Size
+ Capacity
+ Data
+ ImVector()
+ ImVector()
+ operator=()
+ ~ImVector()
+ clear()
+ clear_delete()
+ clear_destruct()
+ empty()
+ size()
+ size_in_bytes()
and 32 more...
ImVector< float >
+ const_iterator
+ Size
+ Capacity
+ Data
+ ImVector()
+ ImVector()
+ operator=()
+ ~ImVector()
+ clear()
+ clear_delete()
+ clear_destruct()
+ empty()
+ size()
+ size_in_bytes()
and 32 more...
ImVector< ImFontGlyph >
+ const_iterator
+ Size
+ Capacity
+ ImVector()
+ ImVector()
+ operator=()
+ ~ImVector()
+ clear()
+ clear_delete()
+ clear_destruct()
+ empty()
+ size()
+ size_in_bytes()
and 32 more...
+ClipRect
+pos
+uv
+Data
+FallbackGlyph
ImVector< ImVec4 >
+ const_iterator
+ Size
+ Capacity
+ ImVector()
+ ImVector()
+ operator=()
+ ~ImVector()
+ clear()
+ clear_delete()
+ clear_destruct()
+ empty()
+ size()
+ size_in_bytes()
and 32 more...
+TexUvLines
+ClipRectFullscreen
+TexUvWhitePixel
+ArcFastVtx
+GlyphOffset
+ContainerAtlas
+IndexLookup
+IndexAdvanceX
+GlyphOffset
+GlyphExtraSpacing
+Glyphs
ImFont
+ FallbackAdvanceX
+ FontSize
+ ConfigDataCount
+ FallbackChar
+ EllipsisChar
+ DotChar
+ DirtyLookupTables
+ Scale
+ Ascent
+ Descent
+ MetricsTotalSurface
+ Used4kPagesMap
+ ImFont()
+ ~ImFont()
+ FindGlyph()
+ FindGlyphNoFallback()
+ GetCharAdvance()
+ IsLoaded()
+ GetDebugName()
+ CalcTextSizeA()
+ CalcWordWrapPositionA()
+ RenderChar()
and 8 more...
ImVector< ImVec2 >
+ const_iterator
+ Size
+ Capacity
+ ImVector()
+ ImVector()
+ operator=()
+ ~ImVector()
+ clear()
+ clear_delete()
+ clear_destruct()
+ empty()
+ size()
+ size_in_bytes()
and 32 more...
ImDrawVert
+ col
+Fonts
ImDrawCmdHeader
+ TextureId
+ VtxOffset
+ClipRect
+_ClipRectStack
+Data
+TempBuffer
+CustomRects
+Font
+ConfigData
+Font
+Data
+DstFont
+ConfigData
ImVector< ImDrawIdx >
+ const_iterator
+ Size
+ Capacity
+ Data
+ ImVector()
+ ImVector()
+ operator=()
+ ~ImVector()
+ clear()
+ clear_delete()
+ clear_destruct()
+ empty()
+ size()
+ size_in_bytes()
and 32 more...
ImVector< ImTextureID >
+ const_iterator
+ Size
+ Capacity
+ Data
+ ImVector()
+ ImVector()
+ operator=()
+ ~ImVector()
+ clear()
+ clear_delete()
+ clear_destruct()
+ empty()
+ size()
+ size_in_bytes()
and 32 more...
ImVector< ImDrawVert >
+ const_iterator
+ Size
+ Capacity
+ ImVector()
+ ImVector()
+ operator=()
+ ~ImVector()
+ clear()
+ clear_delete()
+ clear_destruct()
+ empty()
+ size()
+ size_in_bytes()
and 32 more...
ImDrawListSharedData
+ FontSize
+ CurveTessellationTol
+ CircleSegmentMaxError
+ InitialFlags
+ ArcFastRadiusCutoff
+ CircleSegmentCounts
+ ImDrawListSharedData()
+ SetCircleTessellationMax
Error()
ImFontAtlasCustomRect
+ Width
+ Height
+ X
+ Y
+ GlyphID
+ GlyphAdvanceX
+ ImFontAtlasCustomRect()
+ IsPacked()
ImVector< ImFont * >
+ const_iterator
+ Size
+ Capacity
+ ImVector()
+ ImVector()
+ operator=()
+ ~ImVector()
+ clear()
+ clear_delete()
+ clear_destruct()
+ empty()
+ size()
+ size_in_bytes()
and 32 more...
ImFontConfig
+ FontData
+ FontDataSize
+ FontDataOwnedByAtlas
+ FontNo
+ SizePixels
+ OversampleH
+ OversampleV
+ PixelSnapH
+ GlyphRanges
+ GlyphMinAdvanceX
and 6 more...
+ ImFontConfig()
+_CmdHeader
+_VtxWritePtr
+_Path
+IdxBuffer
+_TextureIdStack
+VtxBuffer
+_Data
+Data
+Data
ImDrawList
+ Flags
+ _VtxCurrentIdx
+ _OwnerName
+ _IdxWritePtr
+ _FringeScale
+ ImDrawList()
+ ~ImDrawList()
+ PushClipRect()
+ PushClipRectFullScreen()
+ PopClipRect()
+ PushTextureID()
+ PopTextureID()
+ GetClipRectMin()
+ GetClipRectMax()
+ AddLine()
and 56 more...
ImVector< ImFontAtlasCustom
Rect >
+ const_iterator
+ Size
+ Capacity
+ ImVector()
+ ImVector()
+ operator=()
+ ~ImVector()
+ clear()
+ clear_delete()
+ clear_destruct()
+ empty()
+ size()
+ size_in_bytes()
and 32 more...
ImVector< ImFontConfig >
+ const_iterator
+ Size
+ Capacity
+ ImVector()
+ ImVector()
+ operator=()
+ ~ImVector()
+ clear()
+ clear_delete()
+ clear_destruct()
+ empty()
+ size()
+ size_in_bytes()
and 32 more...
+UserCallback
ImDrawCmd
+ TextureId
+ VtxOffset
+ IdxOffset
+ ElemCount
+ UserCallbackData
+ ImDrawCmd()
+ GetTexID()
+_IdxBuffer
+CmdBuffer
+Data
ImVector< ImDrawCmd >
+ const_iterator
+ Size
+ Capacity
+ ImVector()
+ ImVector()
+ operator=()
+ ~ImVector()
+ clear()
+ clear_delete()
+ clear_destruct()
+ empty()
+ size()
+ size_in_bytes()
and 32 more...
+_CmdBuffer
+_Splitter
ImDrawChannel
+Data
ImVector< ImDrawChannel >
+ const_iterator
+ Size
+ Capacity
+ ImVector()
+ ImVector()
+ operator=()
+ ~ImVector()
+ clear()
+ clear_delete()
+ clear_destruct()
+ empty()
+ size()
+ size_in_bytes()
and 32 more...
+_Channels
ImDrawListSplitter
+ _Current
+ _Count
+ ImDrawListSplitter()
+ ~ImDrawListSplitter()
+ Clear()
+ ClearFreeMemory()
+ Split()
+ Merge()
+ SetCurrentChannel()