ImVector< ImU32 >

+ const_iterator
+ Size
+ Capacity
+ Data

+ ImVector()
+ ImVector()
+ operator=()
+ ~ImVector()
+ clear()
+ clear_delete()
+ clear_destruct()
+ empty()
+ size()
+ size_in_bytes()
and 32 more...

+UsedChars

ImFontGlyphRangesBuilder

+ ImFontGlyphRangesBuilder()
+ Clear()
+ GetBit()
+ SetBit()
+ AddChar()
+ AddText()
+ AddRanges()
+ BuildRanges()