ImVector< char >

+ const_iterator
+ Size
+ Capacity
+ Data

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

+Buf

ImGuiTextBuffer

+ EmptyString

+ ImGuiTextBuffer()
+ operator[]()
+ begin()
+ end()
+ size()
+ empty()
+ clear()
+ reserve()
+ c_str()
+ append()
+ appendf()
+ appendfv()