```
ImVector< ImU32 >
```
+ Size
+ Capacity
+ Data

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

+Storage

```
ImBitVector
```

+ Create()
+ Clear()
+ TestBit()
+ SetBit()
+ ClearBit()

+GlyphsSet

```
ImFontBuildDstData
```
+ SrcCount
+ GlyphsHighest
+ GlyphsCount