```
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()
```