

ImGui_ImplOpenGL3_Data

- + GLVersion
- + GlslVersionString
- + FontTexture
- + ShaderHandle
- + AttribLocationTex
- + AttribLocationProjMtx
- + AttribLocationVtxPos
- + AttribLocationVtxUV
- + AttribLocationVtxColor
- + VboHandle
- + ElementsHandle
- + VertexBufferSize
- + IndexBufferSize
- + HasClipOrigin
- + UseBufferSubData

+ ImGui_ImplOpenGL3_Data()