```
ImVector< char >
  + Size
  + Capacity
  + Data
  + ImVector()
  + ImVector()
  + operator=()
  + ~ImVector()
  + clear()
  + clear_delete()
  + clear destruct()
  + empty()
  + size()
  + size_in_bytes()
  and 32 more...
            +Buf
ImChunkStream< T >
+ clear()
+ empty()
+ size()
+ alloc chunk()
+ begin()
+ next chunk()
+ chunk size()
+ end()
+ offset from ptr()
+ ptr from offset()
+ swap()
```