```
ImVector< ImU32 >
     + Size
     + Capacity
     + Data
     + ImVector()
     + ImVector()
     + operator=()
     + ~ImVector()
     + clear()
     + clear_delete()
     + clear destruct()
     + empty()
     + size()
     + size in bytes()
     and 32 more...
                +UsedChars
 ImFontGlyphRangesBuilder
+ ImFontGlyphRangesBuilder()
+ Clear()
+ GetBit()
+ SetBit()
+ AddChar()
+ AddText()
```

+ AddRanges()+ BuildRanges()