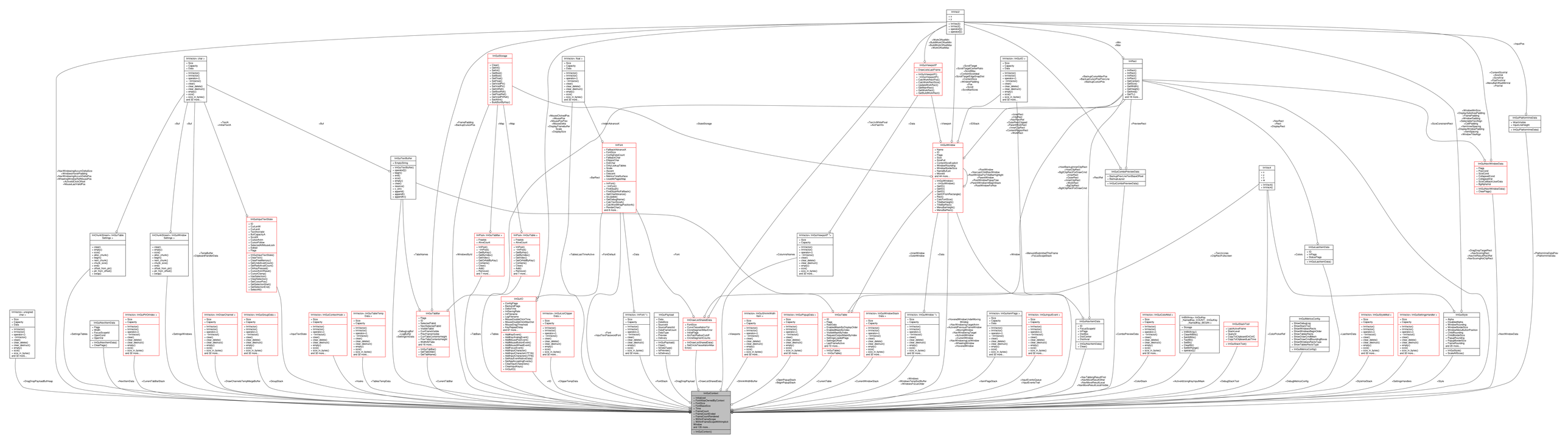
ImVec2
+ x
+ y
+ ImVec2()
+ ImVec2(_x, _y)
+ operator[]()
ImGuiStorage
+ Clear()
+ Get()
+ GetInt()
+ GetBool()
+ GetFloat()
+ GetVoidPtr()
+ SetInt(int)
+ SetBool(bool)
+ SetFloat(float)
+ SetVoidPtr(void*)
+ GetInt(int&)
+ GetBool(bool&)
+ GetFloat(float&)
+ GetVoidPtr(void**)
+ GetIntRef()
+ GetBoolRef()
+ GetFloatRef()
+ GetVoidPtrRef()
+ BuildSortByKey()
ImVector< char >
+ Size
+ Capacity
+ Data
+ ImVector()
+ ~ImVector()
+ operator[]()
+ operator[]()
+ clear()
+ clear_delete()
+ clear_destruct()
+ empty()
+ size()
+ size_in_bytes()
and 32 more...
ImVector< float >
+ Size
+ Capacity
+ Data
+ ImVector()
+ ~ImVector()
+ operator[]()
+ operator[]()
+ clear()
+ clear_delete()
+ clear_destruct()
+ empty()
+ size()
+ size_in_bytes()
and 32 more...
ImVec4
+ x
+ y
+ z
+ w
+ ImVec4()
+ ImVec4(_x, _y, _z, _w)
ImVec2
+ x
+ y
+ ImVec2()
+ ImVec2(_x, _y)
+ operator[]()
+ operator[]()
ImVector< ImGuiID* >
+ Size
+ Capacity
+ Data
+ ImVector()
+ ~ImVector()
+ operator[]()
+ operator[]()
+ clear()
+ clear_delete()
+ clear_destruct()
+ empty()
+ size()
+ size_in_bytes()
and 32 more...
ImRect
+ ImRect()
+ ImRect(...)
+ ImRect(...)
+ ImRect(...)
+ ImRect(...)
+ GetCenter()
+ GetWidth()
+ GetHeight()
+ GetArea()
+ GetSize()
and 19 more...
ImGuiWindow
+ Name
+ ID
+ Flags
+ Pos
+ Size
+ SizeFull
+ ContentSizeExplicit
+ ContentSize
+ WindowSizeValue
+ NameBufLen
+ MoveId
and 44 more...
+ ImGuiWindow()
+ ~ImGuiWindow()
+ GetID()
+ GetID()
+ GetID()
+ GetID(int n=0)
+ Rect()
+ CalcFontSize()
+ TitleBarHeight()
+ TitleBarRect()
+ MenuBarHeight()
+ MenuBarRect()
ImGuiPlatformIoData
+ WantVisible
+ Viewports.Length
+ ImGuiPlatformIoData()
ImGuiAxisWindowData
+ Flags
+ PrevCord
+ CurCord
+ CollapsedCord
+ CollapsedSize
+ ImGuiAxisWindowData()
+ SyncFromImpl()
+ ImGuiAxisWindowData()
+ ClearFrame()
ImGuiPlatformMonitor
+ MainPos
+ MainSize
+ WorkPos
+ WorkSize
+ DpiScale
+ ImGuiPlatformMonitor()
ImGuiTextBuffer
+ EmptyString
+ ImGuiTextBuffer()
+ begin()
+ c_str()
+ size()
+ empty()
+ clear()
+ reserve()
+ c_str()
+ append()
+ appendfv()
ImGuiOnceUponAFrame
+ RefFrame
+ ImGuiOnceUponAFrame()
ImGuiCustomPreviewData
+ BackgroundLinesTextSizePtrs
+ BlackAlpha4
+ ImGuiCustomPreviewData()
ImGuiCrossSteamData
+ Flags
+ PrevCord
+ CurCord
+ CollapsedCord
+ CollapsedSize
+ ImGuiCrossSteamDataUsed
+ SyncFromImpl()
+ ImGuiCrossSteamData()
+ ClearFrame()
ImGuiTabBar
+ Flags
+ ID
+ SelectedTabId
+ NextSelectedTabId
+ VisibleTabId
+ CurFrameVisible
+ PrevFrameVisible
+ BarRect.Max.y - BarRect.Min.y
+ PreTabsContentHeight
+ WidthAllTabs
+ ScrollingAnim
+ ID
+ ImGuiTabBar()
+ ~ImGuiTabBar()
+ GetTabName()
ImGuiIO
+ ConfigFlags
+ BackendFlags
+ DeltaTime
+ IniSaveRate
+ IniFilename
+ LogFilename
+ MouseDoubleClickTime
+ MouseDoubleClickMaxDist
+ MouseDragThreshold
+ KeyRepeatDelay
+ KeyRepeatRate
+ AddKeyEvent(...)
+ AddKeyAnalogEvent(...)
+ AddMousePosEvent(...)
+ AddMouseButtonEvent(...)
+ AddMouseWheelEvent(...)
+ AddFocusEvent(...)
+ AddInputCharacter(...)
+ AddInputCharacterUTF16(...)
+ AddInputCharactersUTF8(...)
+ SetKeyEventNativeData(...)
+ ClearInputCharacters()
+ ClearInputKeys()
+ ~ImGuiIO()
ImGuiDockNodeSettings
+ ID
+ ParentNodeId
+ ParentWindowId
+ SelectedTabId
+ SplitAxis
+ Depth
+ IsLeafNode
+ IsCentralNode
+ IsDockSpace
+ IsHiddenTabBar
+ ImGuiDockNodeSettings()
ImGuiDockRequest
+ Type
+ DockTarget
+ DockPayload
+ DockSplitRatio
+ DockSplitOuter
+ UnhideWindow
+ ImGuiDockRequest()
ImGuiDockPreviewData
+ FutureNode
+ IsDropAllowed
+ IsCenterAvailable
+ IsLocalDocks
+ SplitRatio
+ ImGuiDockPreviewData()
ImGuiDockNode
+ ID
+ Flags
+ LocalFlags
+ LocalFlagsInWindows
+ MergedFlags
+ State
+ DockNodeAsHost
+ ChildNodes[0]
+ ChildNodes[1]
+ TabBar
+ PosMin
+ PosMax
+ SizeRef
+ SplitAxis
+ WindowClass
+ HostWindow
+ VisibleWindow
+ CentralNode
+ OnlyNodeWithWindows
+ LastCentralNodeId
+ HostprecedingSize
+ ContainsCentralNode
+ ParentNode
+ ChildNodes[0]
+ ChildNodes[1]
+ TabBar
+ PosMin
+ PosMax
+ SizeRef
+ SplitAxis
+ WindowClass
+ HostWindow
+ VisibleWindow
+ CentralNode
+ OnlyNodeWithWindows
+ LastCentralNodeId
+ Hostprec