```
ImVector< char >
                         ImVector< ImWchar >
+ const iterator
                         + const iterator
+ Size
                         + Size
+ Capacity
                         + Capacity
+ Data
                         + Data
+ ImVector()
                         + ImVector()
+ ImVector()
                         + ImVector()
+ operator=()
                         + operator=()
+ ~ImVector()
                         + ~ImVector()
+ clear()
                         + clear()
                         + clear_delete()
+ clear_destruct()
+ clear_delete()
+ clear destruct()
+ empty()
                         + empty()
+ size()
                         + size()
+ size in bytes()
                         + size_in_bytes()
and 32 more...
                         and 32 more...
                  +TextA
                                +TextW
               +InitialTextA
            ImGuiInputTextState
          + ID
          + CurLenW
          + CurLenA
          + TextAlsValid
          + BufCapacityA
          + ScrollX
          + Stb
          + CursorAnim
          + CursorFollow
          + SelectedAllMouseLock
          + Edited
          + Flags
          + ImGuiInputTextState()
          + ClearText()
          + ClearFreeMemory()
          + GetUndoAvailCount()
          + GetRedoAvailCount()
          + OnKeyPressed()
          + CursorAnimReset()
          + CursorClamp()
          + HasSelection()
          + ClearSelection()
          + GetCursorPos()
          + GetSelectionStart()
          + GetSelectionEnd()
          + SelectAll()
```