```
ImVector< char >
 + Size
 + Capacity
 + Data
 + ImVector()
 + ImVector()
 + operator=()
 + ~ImVector()
 + clear()
 + clear delete()
 + clear destruct()
 + empty()
 + size()
 + size in bytes()
 and 32 more...
           +Buf
 ImGuiTextBuffer
+ EmptyString
+ ImGuiTextBuffer()
+ operator[]()
+ begin()
+ end()
+ size()
+ empty()
+ clear()
+ reserve()
+ c str()
+ append()
+ appendf()
+ appendfv()
```