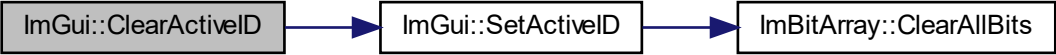


ImGui::ClearActiveID



```
graph LR; A[ImGui::ClearActiveID] --> B[ImGui::SetActiveID]; B --> C[ImBitArray::ClearAllBits];
```

ImGui::SetActiveID

ImBitArray::ClearAllBits