vt::runtime::componer	vt::runtime::component::ComponentName		nt::ComponentReducer	
t	vt::runtime::comp	onent::Diagnostic		
	vt::runtime::compone	ent::BaseComponent		
'			vt::runtime::component::Cc	omponent< ActiveMessenger >
				:Component< ArgConfig >
			vt::runtime::component::	Component< AsyncEvent >
			vt::runtime::component::Co	mponent< CollectionManager >
			vt::runtime::component::0	Component< CollectiveAlg >
			vt::runtime::componen	at::Component< Context >
			vt::runtime::component::C	omponent< GroupManager >
			vt::runtime::component::	Component< LBManager >
			vt::runtime::component::Co	omponent< LocationManager >
			vt::runtime::componen	t::Component< Manager >
			vt::runtime::component::C	Component < Memory Usage >
			vt::runtime::component	::Component< NodeStats >
				mponent< ObjGroupManager >
				nt::Component< Param >
			vt::runtime::component::C	Component< PhaseManager >
			vt::runtime::component::	Component< PipeManager >
			vt::runtime::compone	ent::Component< Pool >
			vt::runtime::component::C	omponent< RDMAManager >
			vt::runtime::componen	t::Component< Registry >
			vt::runtime::component	::Component< Scheduler >
			vt::runtime::component	::Component< Sequencer >
			vt::runtime::component::Co	omponent< SequencerVirtual >
			vt::runtime::component::Co	mponent < StatsRestartReader >
			vt::runtime::component::Con	nponent < TerminationDetector >
				ponent< TimeTriggerManager >
				nt::Component< Trace >
				oonent < VirtualContextManager >
			vt::runtime::component::Compone	nt< WorkerGroupAny< WorkerT > >
			vt::runtime::compo	nent::Component< T >