vt::runtime::component::Diagnostic	vt::runtime::component::Bufferable		vt::runtime::component::Progressable
t	vt::runtime::compon	ent::BaseComponent	
	vtrunumecompon	entBaseComponent	
			vt::runtime::component::Component< ActiveMessenger >
			vt::runtime::component::Component< ArgConfig >
			vt::runtime::component::Component< AsyncEvent >
			vt::runtime::component::Component< CollectionManager >
			vt::runtime::component::Component< CollectiveAlg >
			vt::runtime::component::Component< Context >
			vt::runtime::component::Component< GroupManager >
			vt::runtime::component::Component< LBManager >
			vt::runtime::component::Component< LocationManager >
			vt::runtime::component::Component< Manager >
			vt::runtime::component::Component< MemoryUsage >
			vt::runtime::component::Component< NodeStats >
			vt::runtime::component::Component< ObjGroupManager >
			vt::runtime::component::Component< Param >
			vt::runtime::component::Component< PipeManager >
			vt::runtime::component::Component< Pool >
			vt::runtime::component::Component< RDMAManager >
			vttuntinecomponentComponent v RDWAWanager
			vt::runtime::component::Component< Registry >
			vt::runtime::component::Component< Scheduler >
			vt::runtime::component::Component< Sequencer >
			**** And the component * Sequence *
			vt::runtime::component::Component< SequencerVirtual >
			vt::runtime::component::Component< StatsRestartReader >
			vt::runtime::component::Component< TerminationDetector >
			- Terminatori Detector
			vt::runtime::component::Component< TimeTriggerManager >
			vt::runtime::component::Component< Trace >
			vt::runtime::component::Component< VirtualContextManager
			vt::runtime::component::Component< WorkerGroupAny< Worker
			vt::runtime::component::Component< T >