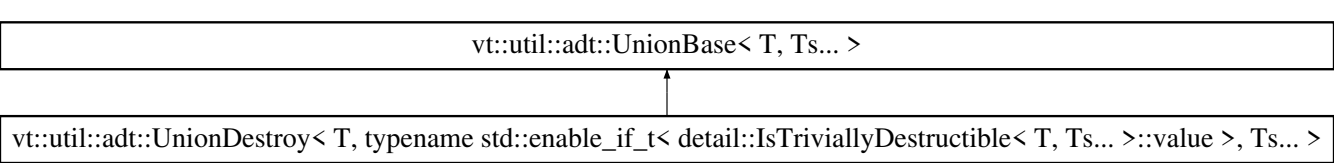
vt::util::adt::UnionBase< T, Ts... >
vt::util::adt::UnionDestroy< T, typename std::enable_if_t< detail::IsTriviallyDestructible< T, Ts... >::value >, Ts... >