vt::runtime::component::ComponentName	vt::runtime::component	::ComponentReducer		
vt::runtime::com	ponent::Diagnostic	vt::runtime::componer	nt::Bufferable	vt::runtime::component::Progressable
	T	vt::runtime::component::	:BaseComponent	
				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< EpochManip >
				vt::runtime::component::Component< GroupManager >
				vt::runtime::component::Component< LBDataRestartReader
				vt::runtime::component::Component< LBManager >
				vt::runtime::component::Component< LocationManager >
				vt::runtime::component::Component< Manager >
				vt::runtime::component::Component< MemoryUsage >
		_		vt::runtime::component::Component< NodeLBData >
		_		vt::runtime::component::Component< ObjGroupManager
				vt::runtime::component::Component< PerfData >
				vt::runtime::component::Component< PhaseManager >
				vt::runtime::component::Component< PipeManager >
				vt::runtime::component::Component< Pool >
				vt::runtime::component::Component< RDMAManager >
				vt::runtime::component::Component< Scheduler >
				vt::runtime::component::Component< TerminationDetector
				vt::runtime::component::Component< TimeTriggerManager
				vt::runtime::component::Component< Trace >
				vt::runtime::component::Component< VirtualContextManage
		_		vt::runtime::component::Component< T >