el::base::threading::ThreadSafe	
	el::Callback < LogDispatchData >
	en. Canoack N LogDispatchData 9
	el::Callback< Logger >
	el::Callback< PerformanceTrackingData >
	el::base::utils::AbstractRegistry< Configuration, std::vector< Configuration *>>
	el::base::utils::AbstractRegistry< base::HitCounter, std::vector< base::HitCounter * > >
	el::base::utils::AbstractRegistry< Logger, std::unordered_map< std::string, Logger * > >
	el::base::utils::AbstractRegistry< T_Ptr, std::unordered_map< const char *, T_Ptr * >>
	el::base::utils::AbstractRegistry< T_Ptr, std::vector< T_Ptr * > >
	el::Callback< T >
	el::Logger
	el::base::Storage
	el::base::TypedConfigurations
	el::base::VRegistry
	el::base::utils::AbstractRegistry < T_Ptr, Container >