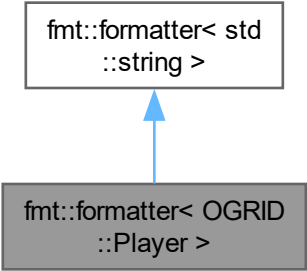


```
fmt::formatter< std  
::string >
```



A diagram illustrating inheritance. A light gray box at the top contains the text 'fmt::formatter< std::string >'. A blue arrow points upwards from a darker gray box at the bottom to the light gray box. The bottom box contains the text 'fmt::formatter< OGRID::PlayerType >'.

```
fmt::formatter< OGRID  
::PlayerType >
```