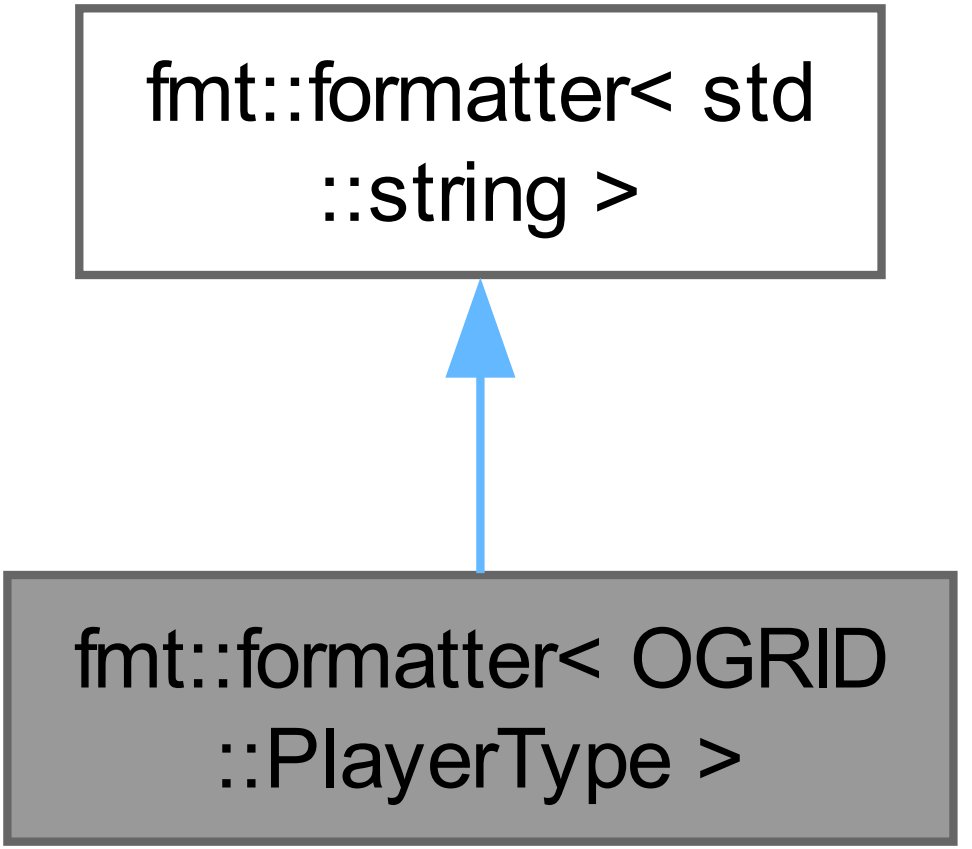
fmt::formatter< std ::string >
fmt::formatter< OGRID ::PlayerType >