original::printable + ~printable() + className() + toString() original::comparable + operator std::string() < autoPtr< TYPE, weakPtr + operator const char *() <TYPE, DELETER >, DELETER > > + toCString() + formatString() compareTo() + formatCString() operator==() + formatEnum() operator!=() + formatString() operator<() + formatString() operator>() + formatString() operator<=() + formatString() operator>=() + formatString() ~comparable() + formatCString() + formatEnum() + formatString() + formatString() + formatString() original::autoPtr< TYPE, weakPtr< TYPE, DELETER >, DELETER > ref_count # alias_ptr + strongRefs() weakRefs() + exist() expired() operator bool() operator!() get() + get() + operator*() operator*() and 11 more... # autoPtr() # addStrongRef() # addWeakRef() removeStrongRef() # # removeWeakRef() # releasePtr() # destroyRefCnt() clean() # # newRefCount() original::refCntPtr < TYPE, weakPtr< TYPE, DELETER >, DELETER > operator==() operator!=() className() toString() ~refCntPtr() # refCntPtr() original::weakPtr< TYPE, DELETER > + weakPtr() + weakPtr() + operator=() + weakPtr() + operator=() + weakPtr() + operator=() + staticCastTo() + staticCastTo() + dynamicCastTo()

and 11 more...

original::hashable
< autoPtr< TYPE, weakPtr
< TYPE, DELETER >, DELETER > >

+ toHash()
+ equals()
+ ~hashable()