

original::mutexBase

+ mutexBase()  
+ mutexBase()  
+ operator=()  
+ nativeHandle()  
+ ~mutexBase()  
# lock()  
# tryLock()  
# unlock()  
# id()



original::pMutex

+ pMutex()  
+ pMutex()  
+ operator=()  
+ id()  
+ nativeHandle()  
+ lock()  
+ tryLock()  
+ unlock()  
+ ~pMutex()