original::printable

+ ~printable()
+ className()
+ toString()
+ operator std::string()
+ operator const char *()
+ toCString()
+ formatString()
+ formatCString()
+ formatEnum()
+ formatString()
+ formatString()
+ formatString()
+ formatString()
+ formatString()
+ formatCString()
+ formatEnum()
+ formatString()
+ formatString()
+ formatString()

original::comparable
< autoPtr< TYPE, DERIVED, DELETER > >

+ compareTo()
+ operator==()
+ operator!=()
+ operator<()
+ operator>()
+ operator<=()
+ operator>=()
+ ~comparable()

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

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

original::autoPtr<
TYPE, DERIVED, 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::ownerPtr
< TYPE, DELETER >

+ ownerPtr()
+ ownerPtr()
+ operator=()
+ ownerPtr()
+ operator=()
+ staticCastMoveTo()
+ dynamicCastMoveTo()
+ constCastMoveTo()
+ unlock()
+ className()
+ ~ownerPtr()

original::refCntPtr
< TYPE, DERIVED, DELETER >

+ operator==()
+ operator!=()
+ className()
+ toString()
+ ~refCntPtr()
# refCntPtr()