original::printable + ~printable() + className() + toString() original::comparable + operator std::string() < autoPtr< TYPE, weakPtr original::refCountBase + operator const char *() <TYPE, DELETER >, DELETER > > + toCString() # strong_refs original::hashable < autoPtr< TYPE, weakPtr + formatString() # weak_refs compareTo() <TYPE, DELETER >, DELETER > > + formatCString() # refCountBase() operator==() + formatEnum() # getPtr() operator!=() toHash() + + formatString() # getPtr() operator<() + equals() releasePtr() + formatString() operator>() ~hashable() + formatString() # destroyPtr() operator<=() + formatString() # ~refCountBase() operator>=() + formatString() ~comparable() + formatCString() + formatEnum() + formatString() + formatString() + formatString() #ref_count original::autoPtr< TYPE, weakPtr< TYPE, DELETER >, DELETER > 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...