

detail::value< Context >
<ul style="list-style-type: none"> + int_value + uint_value + long_long_value + ulong_long_value + int128_value + uint128_value + bool_value + char_value + float_value + double_value and 6 more...
<ul style="list-style-type: none"> + value() + value() + value() + value() + value() + value() + value() + value() + value() and 6 more...

< format_context > < wformat_context > < basic_format_context > < basic_printf_context >

detail::value< format_context >
<ul style="list-style-type: none"> + int_value + uint_value + long_long_value + ulong_long_value + int128_value + uint128_value + bool_value + char_value + float_value + double_value and 6 more...
<ul style="list-style-type: none"> + value() + value() + value() + value() + value() + value() + value() + value() + value() and 6 more...

detail::value< wformat_context >
<ul style="list-style-type: none"> + int_value + uint_value + long_long_value + ulong_long_value + int128_value + uint128_value + bool_value + char_value + float_value + double_value and 6 more...
<ul style="list-style-type: none"> + value() + value() + value() + value() + value() + value() + value() + value() + value() and 6 more...

detail::value< basic_format_context >
<ul style="list-style-type: none"> + int_value + uint_value + long_long_value + ulong_long_value + int128_value + uint128_value + bool_value + char_value + float_value + double_value and 6 more...
<ul style="list-style-type: none"> + value() + value() + value() + value() + value() + value() + value() + value() + value() and 6 more...

detail::value< basic_printf_context >
<ul style="list-style-type: none"> + int_value + uint_value + long_long_value + ulong_long_value + int128_value + uint128_value + bool_value + char_value + float_value + double_value and 6 more...
<ul style="list-style-type: none"> + value() + value() + value() + value() + value() + value() + value() + value() + value() and 6 more...