

detail::specs_setter < Char >
specs_
+ specs_setter()
+ specs_setter()
+ on_align()
+ on_fill()
+ on_plus()
+ on_minus()
+ on_space()
+ on_hash()
+ on_zero()
+ on_width()
+ on_precision()
+ end_precision()
+ on_type()



< Context::char_type >

detail::specs_setter < Context::char_type >
specs_
+ specs_setter()
+ specs_setter()
+ on_align()
+ on_fill()
+ on_plus()
+ on_minus()
+ on_space()
+ on_hash()
+ on_zero()
+ on_width()
+ on_precision()
+ end_precision()
+ on_type()



detail::specs_handler < ParseContext, Context >
+ specs_handler()
+ on_dynamic_width()
+ on_dynamic_precision()
+ on_error()