

bool

uint32_t

asn1::bitstring< LB, UB, ext, aligned >
<ul style="list-style-type: none"> + bitstring() + bitstring() + bitstring() + get() + set() + nof_octets() + data() + data() + length() + resize() and 9 more...

asn1::fixed_octstring < N, aligned >
<ul style="list-style-type: none"> + operator[]() + operator[]() + operator==() + data() + data() + to_string() + from_string() + to_number() + from_number() + pack() + unpack() + begin() + begin() + end() + end() + size()

asn1::bitstring< 20, false, true >
<ul style="list-style-type: none"> + bitstring() + bitstring() + bitstring() + get() + set() + nof_octets() + data() + data() + length() + resize() and 9 more...

asn1::fixed_octstring < 3, true >
<ul style="list-style-type: none"> + operator[]() + operator[]() + operator==() + data() + data() + to_string() + from_string() + to_number() + from_number() + pack() + unpack() + begin() + begin() + end() + end() + size()

asn1::e2ap::global_ric_id_s
<ul style="list-style-type: none"> + pack() + unpack() + to_json()

+has_ext
+is_aligned

+lb
+ub

+has_ext
+is_aligned

+lb
+ub

+ext

< 20, false, true >

< 3, true >

+ric_id

+plmn_id