```
bool constant< sizeof
           (internal::ConvertHelper
            < std::add reference< T
                                                             is convertible< std
            >::type , int >::Test(internal
                                                             ::add reference< T >
           ::ConvertHelper< std::add reference
                                                                  ::type, int >
                                                                                              internal::is enum impl
           < T >::type , int >::Create()))=
value _ -
                                                                                              < is same< T, void >::
                      =sizeof(small )>
                                                                                              value||is integral< T >
                                                                                                                                           is enum< T >
                                                                                              ::value||is floating point
                                                                                              < T >::value||is reference
           bool constant< sizeof
                                                                                              < T >::value||internal::is
           (internal::ConvertHelper
                                                                                               class or union< T >::value, T >
           < gxx::add reference< T
                                                             is convertible< gxx
            >::type , int >::Test(internal
                                                             ::add reference< T >
           ::ConvertHelper< gxx::add reference
                                                                  ::type, int >
           < T >::type , int >::Create()))=
                     =sizeof(small )>
```