

```
boost::iterator_facade< virtual_ptr< Element, AddressT >, std::pointer_traits< virtual_ptr< Element, AddressT > >::element_type, std::random_access_iterator_tag, virtual_reference< Element, AddressT >, std::pointer_traits< virtual_ptr< Element, AddressT > >::difference_type >
```

```
distant::memory::virtual_ptr< Element, AddressT >
```