

pdl::collection::Serialize

- buffer

- + ~Serialize()
- + Clear()
- + WriteUInt8()
- + WriteUInt16()
- + WriteUInt32()
- + WriteUInt64()
- + ReadUInt8()
- + ReadUInt16()
- + ReadUInt32()
- + ReadUInt64()
- + WriteObject()
- + ReadObject()
- + GetSize()