flow::CaptorTraits < driver::Batch< DispatchT, LockPolicyT, ContainerT, QueueMonitorT, AccessStampT, AccessValueT > > flow::CaptorTraits < driver::Chunk< DispatchT, LockPolicyT, ContainerT, QueueMonitorT, AccessStampT, AccessValueT > > flow::CaptorTraits < driver::Next< DispatchT, LockPolicyT, ContainerT, QueueMonitorT, AccessStampT, AccessValueT > > flow::CaptorTraits < driver::Throttled < DispatchT, LockPolicyT, ContainerT, QueueMonitorT, AccessStampT, AccessValueT > > flow::CaptorTraits < follower::AnyBefore < DispatchT, LockPolicyT, ContainerT, QueueMonitorT, AccessStampT, AccessValueT > > flow::CaptorTraits < follower::Before< DispatchT, LockPolicyT, flow::CaptorTraitsFromDispatch < DispatchT > ContainerT, QueueMonitorT, AccessStampT, AccessValueT > > flow::CaptorTraits < follower::ClosestBefore < DispatchT, LockPolicyT, ContainerT, QueueMonitorT, AccessStampT, AccessValueT > > flow::CaptorTraits < follower::CountBefore < DispatchT, LockPolicyT, ContainerT, QueueMonitorT, AccessStampT, AccessValueT > > flow::CaptorTraits < follower::Latched < DispatchT, LockPolicyT, ContainerT, QueueMonitorT, AccessStampT, AccessValueT > > flow::CaptorTraits < follower::MatchedStamp < DispatchT, LockPolicyT, ContainerT, QueueMonitorT, AccessStampT, AccessValueT > > flow::CaptorTraits < follower::Ranged< DispatchT, LockPolicyT, ContainerT, QueueMonitorT, AccessStampT, AccessValueT > >