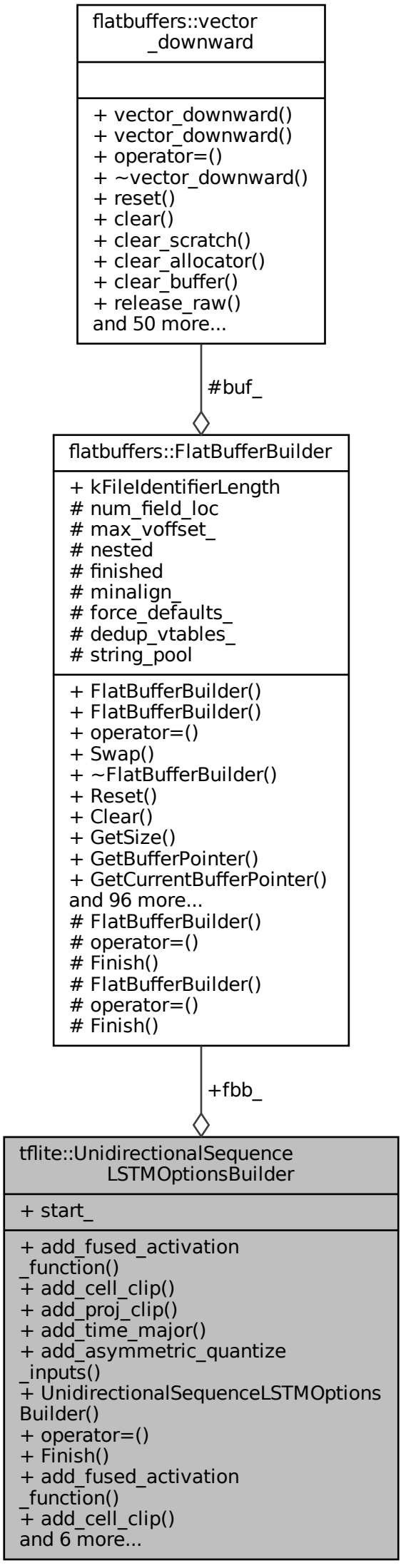
flatbuffers::vector
_downward
+ vector_downward()
+ vector_downward()
+ operator=()
+ ~vector_downward()
+ reset()
+ clear()
+ clear_scratch()
+ clear_allocator()
+ clear_buffer()
+ release_raw()
and 50 more...
#buf_
flatbuffers::FlatBufferBuilder
+ kFileIdentifierLength
# num_field_loc
# max_voffset_
# nested
# finished
# minalign_
# force_defaults_
# dedup_vtables_
# string_pool
+ FlatBufferBuilder()
+ FlatBufferBuilder()
+ operator=()
+ Swap()
+ ~FlatBufferBuilder()
+ Reset()
+ Clear()
+ GetSize()
+ GetBufferPointer()
+ GetCurrentBufferPointer()
and 96 more...
FlatBufferBuilder()
operator=()
Finish()
FlatBufferBuilder()
operator=()
Finish()
+fbb_
tflite::UnidirectionalSequence
LSTMOptionsBuilder
+ start_
+ add_fused_activation
_function()
+ add_cell_clip()
+ add_proj_clip()
+ add_time_major()
+ add_asymmetric_quantize
_inputs()
+ UnidirectionalSequenceLSTMOptions
Builder()
+ operator=()
+ Finish()
+ add_fused_activation
_function()
+ add_cell_clip()
and 6 more...