thread_local_variable _type_uuid

- m_Uuid1
- m_Uuid2

+ thread_local_variable
_type_uuid()
+ thread_local_variable
_type_uuid()
+ thread_local_variable
_type_uuid()
+ operator==()
+ operator!=()
+ operator>()
+ operator<()
+ operator>=()
+ operator<=()
+ operator=()
and 9 more...
- thread_local_variable
_type_uuid()

-m_Uuid

thread_local_variable _auto< TTYPE, VCTDT, VRSSZ >::data

- thread_local_variable_auto
- m_ThreadId
- m_Data
- m_DoCallCtorDtorAlways

+ data()
+ data()
+ data()
+ get()
+ get()
+ is_initialized()
- reset()
- release()