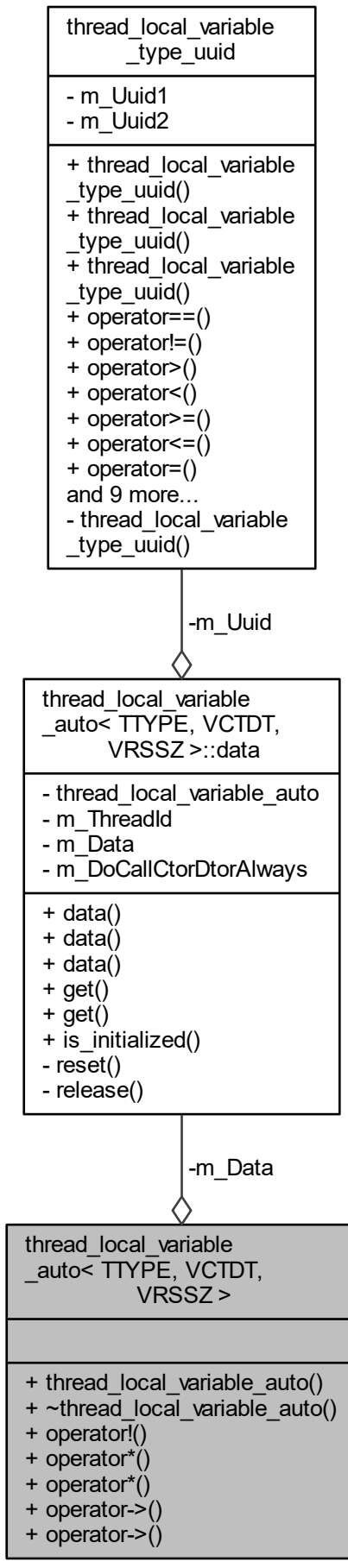
thread_local_variable
_type_uuid
- m_Uuid1
- m_Uuid2
+ thread_local_variable
_type_uuid()
+ thread_local_variable
_type_uuid()
+ thread_local_variable
_type_uuid()
+ operator==()
+ operator!=()
+ operator>()
+ operator<()
+ operator>=()
+ operator<=()
+ operator=()
and 9 more...
- thread_local_variable
_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()
-m_Data
thread_local_variable
_auto< TTYPE, VCTDT,
VRSSZ >
+ thread_local_variable_auto()
+ ~thread_local_variable_auto()
+ operator!()
+ operator*()
+ operator*()
+ operator->()
+ operator->()