

std::false\_type

gch::detail::vector\_base< Allocator, InlineCapacity >::is\_emplace\_constructible\_impl< void, alloc\_interface, value\_ty, Args... >

gch::detail::vector\_base< Allocator, InlineCapacity >::is\_emplace\_insertable< value\_ty && >

gch::detail::vector\_base< Allocator, InlineCapacity >::is\_explicitly\_move\_insertable< V >