

edit_value_type	edit_attr_type
get_editable_vector_base< Allocation, IndirectCapacity, Node, replace_constructible_impl< void, T, typename edit_constructible< T> is_constructible< T> ? void : T, typename edit_constructible< T> is_constructible< T> ? T : T>>, edit_constructible< Node, T>, ...>, All, T, Node, ...>	