hryky::Bitfield< BitsT >
+ hryky_assign_op
+ Bitfield() + Bitfield() + Bitfield() + bits() + bits() + clear() + reduce() + swap() + ~Bitfield()

< Flags >

hryky::Bitfield< Flags >
+ hryky_assign_op
+ Bitfield() + Bitfield() + Bitfield() + bits() + bits() + clear() + reduce() + swap() + ~Bitfield()