GridRefManager< Elemental > GridRefManager< Homunculus > GridRefManager< Item > GridRefManager< Mercenary > GridRefManager< Monster > GridRefManager< NPC > GridRefManager< Pet > GridRefManager< Player > GridRefManager< Skill > GridRefManager< GRID \_OBJECT\_TYPES > GridRefManager< ZONE \_OBJECT\_TYPES > GridRefManager< OBJECT \_TYPES > GridRefManager< HEAD > GridRefManager< TAIL > GridRefManager< T > GridRefManager< AllEntity Types > Horizon::Structures Horizon::Structures ::LinkedList::RefManager ::LinkedList::Head < TO, FROM > TestRefManager< A > TestRefManager< B > TestRefManager< C > TestRefManager< Player > TestRefManager< HEAD > TestRefManager< TAIL > TestRefManager< T > TestRefManager< OBJECT \_TYPES >