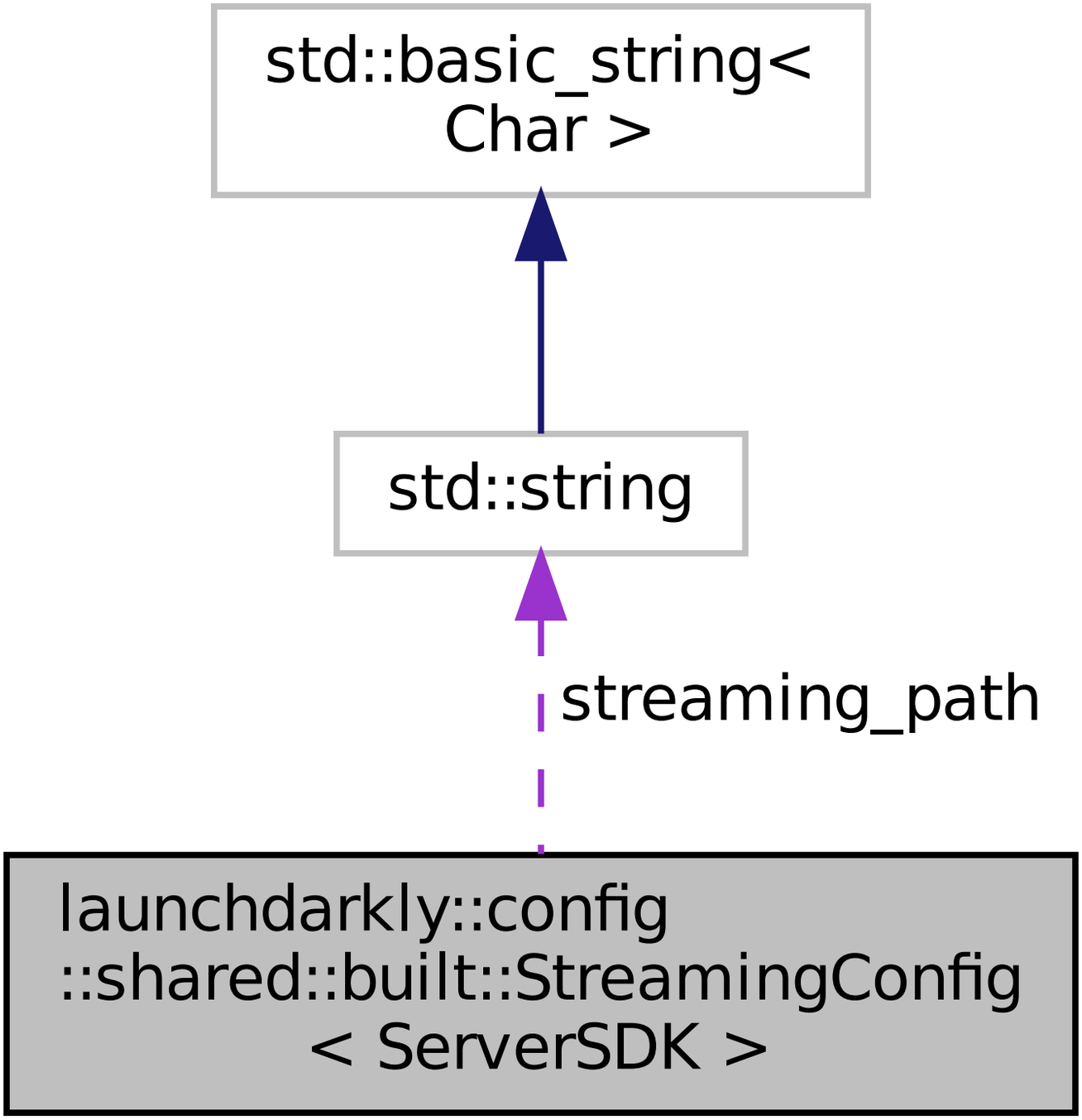
std::basic_string<
Char >
std::string
streaming_path
launchdarkly::config
::shared::built::StreamingConfig
< ServerSDK >