```
svlar::Scheduler
# m threadlds
# m threadCount
# m_activeThreadCount
# m idleThreadCount
# m_stopping
# m autoStop
# m rootThread
+ Scheduler()
+ ~Scheduler()
+ start()
+ stop()
+ getName()
+ schedule()
+ schedule()
+ GetThis()
+ GetMainFiber()
# tickle()
# run()
# stopping()
# idle()
# setThis()
# hasIdleThread()
```