

## playrho::BlockAllocator

+ AllocatorBlockSizes

+ ChunkSize

+ BlockAllocator()

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+ BlockAllocator()

+ ~BlockAllocator()

+ operator=()

+ operator=()

+ Allocate()

+ AllocateArray()

+ Free()

+ Clear()

+ GetChunkCount()

+ GetMaxBlockSize()

+ GetChunkArrayIncrement()