

std::true_type



```
template<T1, T2, std::void_t<decltype(T1{} != T2{})>> struct is_inequality_comparable {  
    static constexpr bool value = true;  
};
```

playrho::IsInequalityComparable
< T1, T2, std::void_t< decltype
(T1{} != T2{})>> >