std::conditional< std
::is_const< T >::value,
 std::conditional< VAR
==CC, constCCVariable< std
::remove_const< T >::type
 >, std::conditional< VAR=
=NC, constNCVariable< std::remove
_const< T >::type >, void >::type
 >::type, std::conditional< VAR==CC,
 CCVariable< T >, std::conditional<
 VAR==NC, NCVariable< T >, void >::type
 >::type >::type

Uintah::PhaseField
::Variable< VAR, T >

PerPatch< Handle< T > >

Uintah::PhaseField
::Variable< PP, T >