

IgnoreInvalidFree< HL::HybridHeap< Hoard::BigObjectSize, ThreadPoolHeap< N, NH, Hoard::PerThreadHoardHeap >, Hoard::BigHeap > >

HL::ANSIWrapper< IgnoreInvalidFree< HL::HybridHeap< Hoard::BigObjectSize, ThreadPoolHeap< N, NH, Hoard::PerThreadHoardHeap >, Hoard::BigHeap > > >

Hoard::HoardHeap< MaxThreads, NumHeaps >

Hoard::HeapManager< TheLockType, HoardHeap< MaxThreads, NumHeaps > >

Hoard::HoardHeapType