

basic_ios<char, char_traits<char>>
@~basic_ios@<char, char_traits<char>>
basic_ios@<char, char_traits<char>>
fill
fill
exceptions
exceptions
clear
setstate
rdstate
operator void*
operator@!
good
eof
fail
bad
copyfmt
tie
tie
rdbuf
rdbuf
narrow
widen
basic_ios@<char, char_traits<char>> @>

basic_ostream<char, char_traits<char>>
@~basic_ostream@<char, char_traits<char>>
form
basic_ostream@<char, char_traits<char>>
put
write
flush
seekp
seekp

basic_ostringstream<char, char_traits<char>, allocator<char>>
@~basic_ostringstream@<char, char_traits<char>, allocator<char>>
basic_ostringstream@<char, char_traits<char>, allocator<char>>
basic_ostringstream@<char, char_traits<char>, allocator<char>>
rdbuf

EsafMsg
Debug
Info
Warning
Panic
None
fProgress
fSeverity
fSender
fglsA
@~EsafMsg
EsafMsg
EsafMsg
EsafMsg
Copy
operator=
SetSeverity
SetSender
SetText
GetSeverity
GetSender
GetText
Clear
Dispatch
Flush
Count
SetProgress
GetProgress
Class
Class_Name
IsA
ShowMembers

char@>, allocator@<char@> @>
@>, allocator@<char@> @>
@>, allocator@<char@> @>