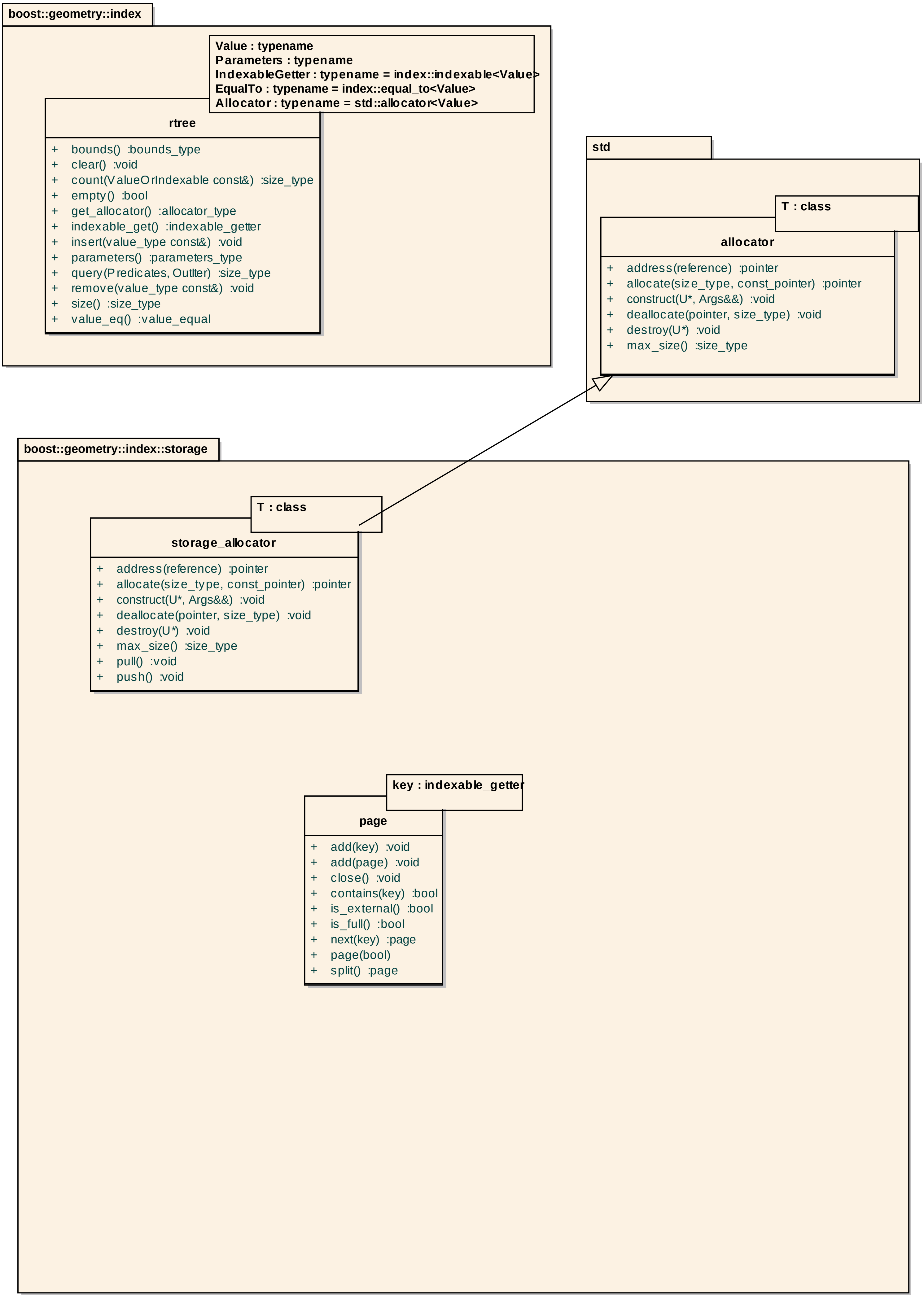
boost::geometry::index
Value : typename
Parameters : typename
IndexableGetter : typename = index::indexable<Value>
EqualTo : typename = index::equal_to<Value>
Allocator : typename = std::allocator<Value>
rtree
+ bounds() :bounds_type
+ clear() :void
+ count(ValueOrIndexable const&) :size_type
+ empty() :bool
+ get_allocator() :allocator_type
+ indexable_get() :indexable_getter
+ insert(value_type const&) :void
+ parameters() :parameters_type
+ query(Predicates, OutIter) :size_type
+ remove(value_type const&) :void
+ size() :size_type
+ value_eq() :value_equal
std
T : class
allocator
+ address(reference) :pointer
+ allocate(size_type, const_pointer) :pointer
+ construct(U*, Args&&) :void
+ deallocate(pointer, size_type) :void
+ destroy(U*) :void
+ max_size() :size_type
boost::geometry::index::storage
T : class
storage_allocator
+ address(reference) :pointer
+ allocate(size_type, const_pointer) :pointer
+ construct(U*, Args&&) :void
+ deallocate(pointer, size_type) :void
+ destroy(U*) :void
+ max_size() :size_type
+ pull() :void
+ push() :void
key : indexable_getter
page
+ add(key) :void
+ add(page) :void
+ close() :void
+ contains(key) :bool
+ is_external() :bool
+ is_full() :bool
+ next(key) :page
+ page(bool)
+ split() :page