ĺ	MatrixBase< Derived >	
		MapBase< Derived >
		Matrix< Complex, MatrixType::ColsAtCompileTime, 1 >
		Matrix Complex, Matrix Type::ColsAtCompileTime, 1 >
		Matrix <int, 1,="" matrixtype::colsatcompiletime=""></int,>
		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
		Matrix< int, 1, MatrixType::ColsAtCompileTime, MatrixType::Options, 1, MatrixType::MaxColsAtCompileTime >
		Matrix< int, MatrixType::RowsAtCompileTime, 1 >
		- Matrix <int, 1,="" 1<="" matrixtype::maxrowsatcompiletime,="" matrixtype::options,="" matrixtype::rowsatcompiletime,="" td=""></int,>
		W
		Matrix< Scalar, 3, 1 >
		Matrix< Scalar, 4, 1 >
		Manny Scalar, 4, 12
		Matrix< Scalar, AmbientDimAtCompileTime, 1 >
		• •
		Matrix< Scalar, Dim, 1 >
		Matrix< Scalar, HDim, HDim >
		Matrix< Scalar, int(AmbientDimAtCompileTime)==Dynamic?Dynamic:int(AmbientDimAtCompileTime)+1, 1 >
		VI A A A VI A B A A A A A A A A A A A A A A A A A
		Matrix< Scalar, MatrixType::ColsAtCompileTime, 1 >
		Matrix< Scalar, MatrixType::ColsAtCompileTime, MatrixType::ColsAtCompileTime >
		маних зена, манитурелеовисопристию, манитурелеовисопристию
		Matrix< Scalar, MatrixType::RowsAtCompileTime, MinSize >
		Matrix< Scalar, MinSize, 1 >
		Matrix< Scalar, SizeMinusOne, 1 >