

MatrixBase< Derived >	
	MapBase< Derived >
	Matrix< Complex, MatrixType::ColsAtCompileTime, 1 >
	Matrix< int, 1, MatrixType::ColsAtCompileTime >
	Matrix< int, 1, MatrixType::ColsAtCompileTime, MatrixType::Options, 1, MatrixType::MaxColsAtCompileTime >
	Matrix< int, MatrixType::RowsAtCompileTime, 1 >
	Matrix< int, MatrixType::RowsAtCompileTime, 1, MatrixType::Options, MatrixType::MaxRowsAtCompileTime, 1 >
	Matrix< RealScalar, MatrixType::ColsAtCompileTime, 1 >
	Matrix< Scalar, 3, 1 >
	Matrix< Scalar, 4, 1 >
	Matrix< Scalar, AmbientDimAtCompileTime, 1 >
	Matrix< Scalar, Dim, 1 >
	Matrix< Scalar, HDim, HDim >
	Matrix< Scalar, int(AmbientDimAtCompileTime)==Dynamic?Dynamic:int(AmbientDimAtCompileTime)+1, 1 >
	Matrix< Scalar, MatrixType::ColsAtCompileTime, 1 >
	Matrix< Scalar, MatrixType::ColsAtCompileTime, MatrixType::ColsAtCompileTime >
	Matrix< Scalar, MatrixType::RowsAtCompileTime, MinSize >
	Matrix< Scalar, MinSize, 1 >
	Matrix< Scalar, SizeMinusOne, 1 >