```
c2_const_ptr< float
           type >
# func
+ c2 const_ptr()
+ c2 const ptr()
+ c2 const ptr()
+ set function()
+ operator=()
+ operator=()
+ release for return()
+ unset function()
+ ~c2 const ptr()
+ get()
+ get_ptr()
+ operator->()
+ valid()
+ operator const c2 function
< float_type > &()
+ operator()()
+ operator()()
+ operator+()
+ operator-()
+ operator*()
+ operator/()
+ operator()()
   c2 typed ptr< float
      type, c2 class >
    + c2 typed ptr()
    + c2 typed ptr()
    + c2 typed_ptr()
    + get()
    + operator->()
    + get_ptr()
    + operator c2 class<
    float type > &()
    + operator=()
    + operator=()
```