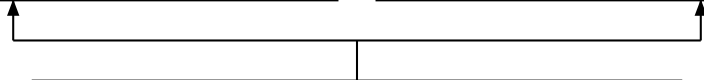


$\text{VecOp} < \text{TVector} < \text{FT} >, \text{FT} >$

$\text{IOlxObject}$



$\text{TVector} < \text{FT} >$