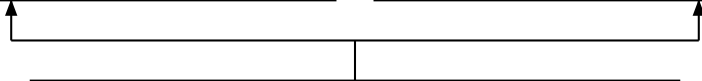


$\text{VecOp} < \text{TVector} < \text{FT} >, \text{FT} >$

IOlxObject



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