

ow\_core::RotationBase< AngularPosition< \_Scalar > >

ow\_core::QuaternionBase< AngularPosition< \_Scalar > >

Eigen::Quaternion< \_Scalar >

ow\_core::AngularPositionBase< AngularPosition< \_Scalar > >

ow\_core::TypeGuard

ow\_core::AngularPosition< \_Scalar >

