

ow_core::TypeGuard	
	ow_core::AngularAcceleration< Scalar >
	ow_core::AngularPosition< Scalar >
	ow_core::AngularVelocity< Scalar >
	ow_core::CartesianAcceleration< Scalar >
	ow_core::CartesianPosition< Scalar >
	ow_core::CartesianVelocity< Scalar >
	ow_core::Force< Scalar >
	ow_core::HomogeneousTransformation< Scalar >
	ow_core::JointAcceleration< Scalar, RowsAtCompileTime >
	ow_core::JointEffort< Scalar, RowsAtCompileTime >
	ow_core::JointPosition< OW_VECTOR_DOF_SCALAR >
	ow_core::JointPosition< OW_VECTOR_DOF_SCALAR, OW_VECTOR_DOF_ROWS >
	ow_core::JointPosition< Scalar, RowsAtCompileTime >
	ow_core::JointState< OW_VECTOR_DOF_SCALAR >
	ow_core::JointState< OW_VECTOR_DOF_SCALAR, OW_VECTOR_DOF_ROWS >
	ow_core::JointStateRef< ow::JointState >
	ow_core::JointVelocity< Scalar, RowsAtCompileTime >
	ow_core::LinearAcceleration< Scalar >
	ow_core::LinearPosition< Scalar >
	ow_core::LinearVelocity< Scalar >
	ow_core::Moment< Scalar >
	ow_core::AngularAcceleration< _Scalar >
	ow_core::AngularAccelerationRef< _Derived >
	ow_core::AngularPosition< _Scalar >
	ow_core::AngularPositionRef< _Derived >
	ow_core::AngularVelocity< _Scalar >
	ow_core::AngularVelocityRef< _Derived >
	ow_core::CartesianAcceleration< _Scalar >
	ow_core::CartesianPosition< _Scalar >
	ow_core::CartesianVector< _Scalar >
	ow_core::CartesianVelocity< _Scalar >
	ow_core::Force< _Scalar >
	ow_core::ForceRef< _Derived >
	ow_core::HomogeneousTransformation< _Scalar >
	ow_core::JointAcceleration< _Scalar, _Rows >
	ow_core::JointEffort< _Scalar, _Rows >
	ow_core::JointPosition< _Scalar, _Rows >
	ow_core::JointRef< _Derived, _Rows >
	ow_core::JointState< _Scalar, _Rows >
	ow_core::JointStateRef< _Derived >
	ow_core::JointVelocity< _Scalar, _Rows >
	ow_core::LinearAcceleration< _Scalar >
	ow_core::LinearAccelerationRef< _Derived >
	ow_core::LinearPosition< _Scalar >
	ow_core::LinearPositionRef< _Derived >
	ow_core::LinearVelocity< _Scalar >
	ow_core::LinearVelocityRef< _Derived >
	ow_core::Moment< _Scalar >
	ow_core::MomentRef< _Derived >
	ow_core::Rotation3< _Scalar >
	ow_core::Rotation3Ref< _Derived >
	ow_core::SpatialVector< _Scalar >
	ow_core::VectorRef< _Derived, _Rows >
	ow_core::Wrench< _Scalar >
	ow_core::Wrench< Scalar >