

ow_core::VectorBase< AngularVelocity< _Scalar > >

ow_core::Vector3Base< AngularVelocity< _Scalar > >

Eigen::Matrix< _Scalar, 3, 1 >

ow_core::AngularVelocityBase< AngularVelocity< _Scalar > >

ow_core::TypeGuard

ow_core::AngularVelocity< _Scalar >

