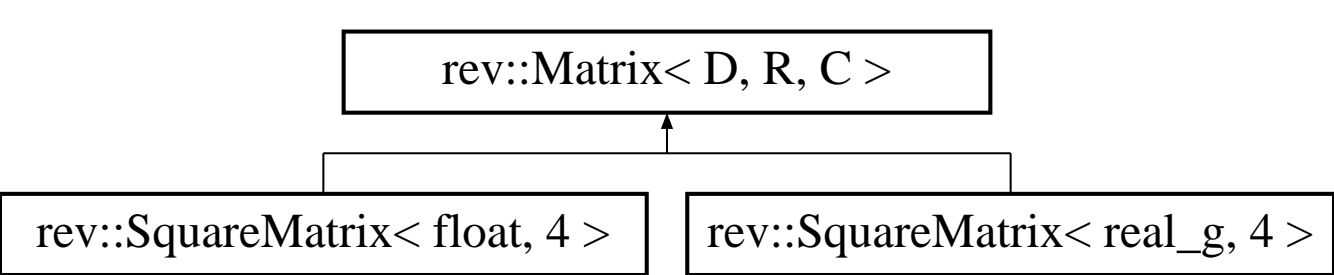


`rev::Matrix< D, R, C >`



`rev::SquareMatrix< float, 4 >`

`rev::SquareMatrix< real_g, 4 >`