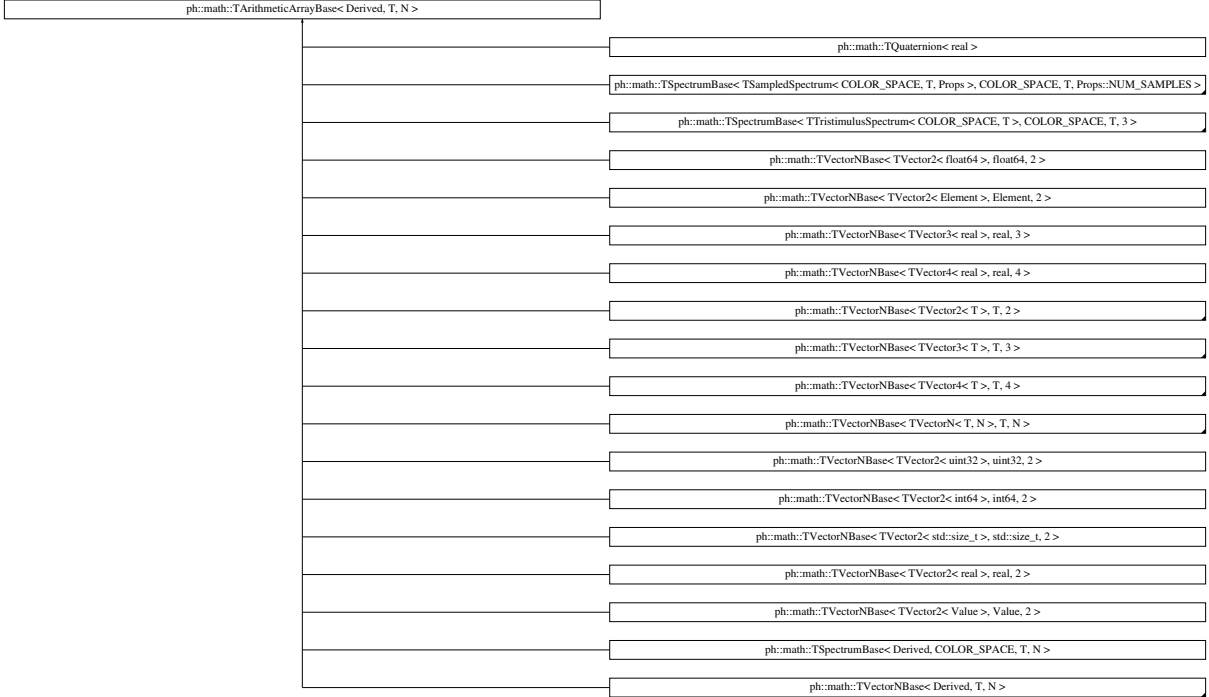
ph::math::TArithmeticArrayBase< Derived, T, N >
ph::math::TQuaternion< real >
ph::math::TSpectrumBase< TSampledSpectrum< COLOR_SPACE, T, Props >, COLOR_SPACE, T, Props::NUM_SAMPLES >
ph::math::TSpectrumBase< TTristimulusSpectrum< COLOR_SPACE, T >, COLOR_SPACE, T, 3 >
ph::math::TVectorNBase< TVector2< float64 >, float64, 2 >
ph::math::TVectorNBase< TVector2< Element >, Element, 2 >
ph::math::TVectorNBase< TVector3< real >, real, 3 >
ph::math::TVectorNBase< TVector4< real >, real, 4 >
ph::math::TVectorNBase< TVector2< T >, T, 2 >
ph::math::TVectorNBase< TVector3< T >, T, 3 >
ph::math::TVectorNBase< TVector4< T >, T, 4 >
ph::math::TVectorNBase< TVectorN< T, N >, T, N >
ph::math::TVectorNBase< TVector2< uint32 >, uint32, 2 >
ph::math::TVectorNBase< TVector2< int64 >, int64, 2 >
ph::math::TVectorNBase< TVector2< std::size_t >, std::size_t, 2 >
ph::math::TVectorNBase< TVector2< real >, real, 2 >
ph::math::TVectorNBase< TVector2< Value >, Value, 2 >
ph::math::TSpectrumBase< Derived, COLOR_SPACE, T, N >
ph::math::TVectorNBase< Derived, T, N >