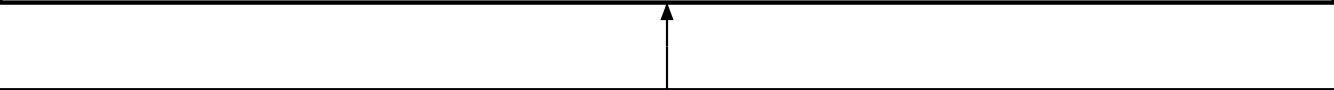


TSdlValue< std::vector< math::TVector3< real > >, Owner >



ph::TSdlVector3Array< Owner, Element, SdlValueType >