ph::SdlField	
ph::TSdlOwnedField< Owner >	
	ph::TSdlAbstractValue< bool, Owner >
	ph::TSdlAbstractValue< EnumType, Owner >
	ph::TSdlAbstractValue< integer, Owner >
	ph::TSdlAbstractValue< Path, Owner >
	ph::TSdlAbstractValue< math::TQuaternion< real >, Owner >
	ph::TSdlAbstractValue< real, Owner >
	ph::TSdlAbstractValue< std::vector< real >, Owner >
	ph::TSdlAbstractValue< ResourceIdentifier, Owner >
	ph::TSdlAbstractValue< math::Spectrum, Owner >
	ph::TSdlAbstractValue< std::string, Owner >
	ph::TSdlAbstractValue< math::TVector2< Element >, Owner
	ph::TSdlAbstractValue< math::TVector3< real >, Owner >
	ph::TSdlAbstractValue< math::TVector4< real >, Owner >
	ph::TSdlAbstractValue< T, Owner >
	ph::TSdlReference< T, Owner >
	ph::TSdlReferenceArray< T, Owner >
	ph::TSdlStructArray< Struct, Owner >