

i_bool	bool	false
i_byte	byte	0
i_char	char	' '
i_double	double	0.0
i_float	float	0.0f
i_int	int	0
i_long	long	0
i_matrix	double[3, 2]	<matrix>
i_object	Point	<object>
i_pure	void	
i_short	short	0
i_time	time	0sec
i_vector	double[3]	<vector>