

Eigen::Block< Eigen::Matrix< \_Scalar, 3, 1 >, \_Rows, 1 >

ow\_core::VectorRef< Eigen::Matrix< \_Scalar, 3, 1 >, 3 >

ow\_core::Vector3Ref< Eigen::Matrix< \_Scalar, 3, 1 > >

ow\_core::LinearPositionRef< Eigen::Matrix< \_Scalar, 3, 1 > >

ow\_core::LinearPosition< \_Scalar >