

vctFixedSizeConstMatrixBase< _rows, _cols, _rowStride, _colStride, _elementType, vctFixedSizeMatrixTraits< _elementType, _rows, _cols, _rowMajor?_cols:1, _rowMajor?1:_rows >::array >

vctFixedSizeMatrixBase< _rows, _cols, _rowMajor?_cols:1, _rowMajor?1:_rows, _elementType, vctFixedSizeMatrixTraits< _elementType, _rows, _cols, _rowMajor?_cols:1, _rowMajor?1:_rows >::array >

vctFixedSizeMatrix< _elementType, 3, 3, _rowMajor >

vctMatrixRotation3ConstBase< vctFixedSizeMatrix< _elementType, 3, 3, _rowMajor > >

vctMatrixRotation3Base< vctFixedSizeMatrix< _elementType, 3, 3, _rowMajor > >

vctMatrixRotation3< _elementType, _rowMajor >