		vctDynamicConstVectorBase<_vectorOwnerType,_elementType>	
vctDynamicVectorBase<_vect	orOwnerType, _elementType >	,	vctDynamicVectorBase< vctDynamicVectorOwner< _elemenfType >, _elemenfType >
		vctDynamicVector< bool >	vctDynamicVcctor<_elementType >
		vctDynamicVector< char >  vctDynamicVector< CiA301::Object::Data >	
		vetDynamicVector< CISSTNETLIB_DOUBLE >	
		vctDynamicVector< CISSTNETLIB_INTEGER >	
		vctDynamicVector< cmnClassServicesBase *>	
		vctDynamicVector< cmnGenericObject *>	
		vctDynamicVector< CvHistogram *>  vctDynamicVector< CvRect >	
		vetDynamic Vector< Gouble >	
		vctDynamicVcctor< float >	
		vetDynamicVector< int >	
		vctDynamicVector< mtsFunctionWrite *>	
		vctDynamicVector< mtsNovintHDL::DeviceData *> vctDynamicVector< mtsNovintHDLHandle *>	
		vctDynamicVector< mtsSensableHD::DeviceData *>	
		vctDynamicVcctor< mtsSensableHDHandle *>	
		vctDynamicVector< oniPlane >	
		vetDynamicVector< osaThread * >	
		vetDynamicVector< PlatformType >	
		vctDynamicVector< prmJointType > vctDynamicVector< QListWidgetItem *>	
		vctDynamieVector< short >	
		vctDynamicVector< std::ifstream *>	
		vctDynamieVector< std::string >	
		vctDynamicVcctor< svlCameraGeometry::_Extrinsics >	
		vctDynamicVector< svlCameraGeometry::_Intrinsics >  vctDynamicVector< svlColorSpace >	
		vctDynamieVector< svlDraw::Internals >	
		vctDynamicVector< svlDraw::svlDraw::Internals >	
		vctDynamicVector< svlEllipse >	
		vctDynamicVector< svlFile *>	
		vctDynamicVector< svlFilterImageCenterFinderInterface *>  vctDynamicVector< svlFilterOutput *>	
		vctDynamicVector< svlImageCodecBase *>	
		vctDynamieVector< svlImageProcessing::DI_Algorithm >	
		vctDynamicVector< svIImageProcessing::Internals >	
		vctDynamicVector< svIImageTracker *>	
		vctDynamicVector< svlOverlay *>  vctDynamicVector< svlPoint2D>	
		vctDynamicVector< svlQuad >	
		vctDynamicVector< svlRect >	
		vctDynamicVcctor< svlRenderTargetBase *>	
		vetDynamicVector< svlSampleCameraGeometry::Extrinsics >	
		vctDynamicVector< svlSampleCameraGeometry::Intrinsics >  vctDynamicVector< svlStreamProc * >	
		vctDynamicVector< svlStreamType >	
		vctDynamicVector< svlTarget2D >	
		vctDynamieVcctor< svlVidCapSrcBase *>	
		vctDynamicVector< svlVideoCodecBase *>	
		vctDynamicVector< svlVideoIO::Compression *> vctDynamicVector< unsigned char>	
		vctDynamicVector< unsigned int >	
		vctDynamicVector< value_type >	
		vctDynamicVector< vctDynamicMatrix< int >>	
		vctDynamicVector< vctDynamicMatrix< unsigned char>>	
		vctDynamicVector< vctDynamicVector< bool >>  vctDynamicVector< vctDynamicVector< int >>	
		vctDynamicVector< vctDynamicVector< svlBlob >>	
		vctDynamicVector< vctDynamicVector< svlImageCodecBase *>>	
		vctDynamicVector< vctDynamicVector< svlVideoCodecBase *>>	
		vctDynamicVector< vctDynamicVector< unsigned char>>	
		vctDynamicVector< vctDynamicVector< unsigned int >>  vctDynamicVector< vctDynamicVector< unsigned short >>	
		vctDynamicVector< vctDynamicVector< vctFixedSizeVector >>	
		vetDynamieVector< vetFixedSizeMatrix< double, 3, 3 >>	
		vctDynamicVector< vctFixedSizeVector >	
		vctDynamicVector< vctFixedSizeVector< double, 9 >>	
		vetDynamicVector< vetFixedSizeVectorRef >  vetDynamicVectorRef< CISSTNETLIB_DOUBLE >	
		vctDynamicVectorRef< CISSTNETLIB_INTEGER >	
		vctDynamieVectorRef< double >	