

	vectorSizeConstVectorBase<_size,_stride,_elementType,_dataPtrType>				
vectorSizeConstVectorRef<_double,3,vectorSizeMatrix<_double,4,4,VCT_OR_MAJOR>:ROWSTRIDE>	vectorSizeVectorBase<_size,_stride,_elementType,_dataPtrType>		vectorSizeVectorBase<_size,1,_elementType,vectorSizeVector<_elementType,_size,1>:arg>		
		vectorSizeVector<_bool,2>		vectorSizeVector<_elementType,_size>	
		vectorSizeVector<_bool,4>		vectorSizeVector<_elementType,3>	
		vectorSizeVector<CXXSTDLIB_DOUBLE,_max,_min>		vectorSizeVector<_elementType,4>	
		vectorSizeVector<CXXSTDLIB_DOUBLE,_a>		vectorSizeVector<_elementType,_SIZE>	
		vectorSizeVector<CXXSTDLIB_DOUBLE,1:WORK>			
		vectorSizeVector<CXXSTDLIB_DOUBLE,MIN,_MN>			
		vectorSizeVector<CXXSTDLIB_INTEGER,1:WORK>			
		vectorSizeVector<CXXSTDLIB_INTEGER,_MAX,_SIZE,1>			
		vectorSizeVector<CXXSTDLIB_INTEGER,MIN,_MN>			
		vectorSizeVector<_double,2>			
		vectorSizeVector<_double,3>			
		vectorSizeVector<_double,4>			
		vectorSizeVector<_double,6>			
		vectorSizeVector<_double,7>			
		vectorSizeVector<_double,SVL_MAX_CHANNELS>			
		vectorSizeVector<_float,4>			
		vectorSizeVector<_int,2>			
		vectorSizeVector<_int,4>			
		vectorSizeVector<_int,SVL_MAX_CHANNELS>			
		vectorSizeVector<_matrix<_real,<_k,<_l,<_l>:data>*>,4>			
		vectorSizeVector<_imageProcessing::Automat,<_SVL_MAX_CHANNELS>			
		vectorSizeVector<_intID,<_SVL_MAX_CHANNELS>			
		vectorSizeVector<_real,2>			
		vectorSizeVector<_unsigned<_char,3>			
		vectorSizeVector<_value_type,<_DIMENSIONS>			
		vectorSizeVector<_vector<_matrix<_unsigned<_int,<_n,3>			
		vectorSizeVector<_vector<_vector<_int,<_128>			
		vectorSizeVectorRef<CXXSTDLIB_DOUBLE,_max,1>			
		vectorSizeVectorRef<CXXSTDLIB_DOUBLE,1:WORK,3,1>			
		vectorSizeVectorRef<CXXSTDLIB_DOUBLE,MIN,_MN,1>			
		vectorSizeVectorRef<CXXSTDLIB_DOUBLE,<_max=off(71),_min,1>			