```
vctFixedSizeConstMatrixBase< _rows, _cols, _rowStride, _colStride, _elementType, vctFixedSizeMatrixTraits< _elementType, _rows, _cols, _rowStride, _colStride >::pointer >
```

```
vctFixedSizeMatrixBase< _rows, _cols, _rowStride, _colStride, _elementType, vctFixedSizeMatrixTraits< _elementType, _rows, _cols, _rowStride, _colStride >::pointer >
```

```
vctFixedSizeMatrixRef< _elementType, 3, 3, _rowStride, _colStride >
```

```
vctMatrixRotation3ConstBase< vctFixedSizeMatrixRef< _elementType, 3, 3, _rowStride, _colStride > >
```

```
vctMatrixRotation3Base< vctFixedSizeMatrixRef< _elementType, 3, 3, _rowStride, _colStride > >
```

```
vctMatrixRotation3Ref< _elementType, _rowStride, _colStride >
```