vctDynamicConstMatrixBase< _matrixOwnerType, _elementType >	
vctDynamicMatrixBase< _matrixOwnerType, _elementType >	
	vctDynamicMatrix< _ValueType >
	vctDynamicMatrix< CISSTNETLIB_DOUBLE >
	vctDynamicMatrix< CISSTNETLIB_INTEGER >
	vctDynamicMatrix< double >
	vctDynamicMatrix< float >
	vctDynamicMatrix< int >
	vctDynamicMatrix< short >
	vctDynamicMatrix< svlTarget2D >
	vctDynamicMatrix< unsigned char >
	vctDynamicMatrix< VariableType >
	vctDynamicMatrixRef< _ValueType >
	vctDynamicMatrixRef< CISSTNETLIB_DOUBLE >
	vctDynamicMatrixRef< double >
	vctDynamicMatrixRef< float >
	·
	vctDynamicMatrixRef< unsigned char >