vctFixedSizeConstVectorBase<_size,_stride,_elementType,_dataPtrType>	
vctFixedSizeVectorBase<_size,_stride,_elementType,_dataPtrType >	
	vctFixedSizeVector< bool, 2 >
	vctFixedSizeVector< bool, 6 >
	vctFixedSizeVector< CISSTNETLIB_DOUBLE, _ma+_me >
	vctFixedSizeVector< CISSTNETLIB_DOUBLE, _n >
	vctFixedSizeVector< CISSTNETLIB_DOUBLE, LWORK >
	vctFixedSizeVector< CISSTNETLIB_DOUBLE, MIN_MN >
	vctFixedSizeVector< CISSTNETLIB_INTEGER, LIWORK >
	vctFixedSizeVector< CISSTNETLIB_INTEGER, MAX_SIZE_1 >
	vctFixedSizeVector< CISSTNETLIB_INTEGER, MIN_MN >
	vctFixedSizeVector< double, 2 >
	vctFixedSizeVector< double, 3 >
	vctFixedSizeVector< double, 4 >
	vctFixedSizeVector< double, 6 >
	vctFixedSizeVector< double, 7 >
	vctFixedSizeVector< double, SVL_MAX_CHANNELS >
	vctFixedSizeVector< float, 4 >
	vctFixedSizeVector< int, 2 >
	vctFixedSizeVector< int, SVL_MAX_CHANNELS >
	vctFixedSizeVector< svlImageProcessing::Internals, SVL_MAX_CHANNELS >
	vctFixedSizeVector< svlPoint2D, SVL_MAX_CHANNELS >
	vctFixedSizeVector< svlRect, 2>
	vctFixedSizeVector< unsigned char, 3 >
	vctFixedSizeVector< value_type, DIMENSION >
	vctFixedSizeVector< vctDynamicMatrix< unsigned int >, 3 >
	vctFixedSizeVector< vctDynamicVector< int >, 128 >
	vctFixedSizeVectorRef< CISSTNETLIB_DOUBLE, _ma, 1 >
	vctFixedSizeVectorRef< CISSTNETLIB_DOUBLE, LWORK_3, 1 >
	vctFixedSizeVectorRef< CISSTNETLIB_DOUBLE, MIN_MN, 1 >
	vctFixedSizeVectorRef< CISSTNETLIB_DOUBLE,(_me==0)?1:_me, 1 >