

vetDynamicConstVectorBase<_vectorOwnerType, _elementType>			
vetDynamicVectorBase<_vectorOwnerType, _elementType>			vetDynamicVectorBase< vetDynamicVectorOwner< _elementType>, _elementType>
		vetDynamicVector< bool >	vetDynamicVector< _elementType >
		vetDynamicVector< char >	
		vetDynamicVector< CIA301::Object::Data >	
		vetDynamicVector< CISSTNETLIB_DOUBLE >	
		vetDynamicVector< CISSTNETLIB_INTEGER >	
		vetDynamicVector< cmnClassServicesBase * >	
		vetDynamicVector< cmnGenericObject * >	
		vetDynamicVector< CvHistogram * >	
		vetDynamicVector< CvRect >	
		vetDynamicVector< double >	
		vetDynamicVector< float >	
		vetDynamicVector< int >	
		vetDynamicVector< mtsFunctionWrite * >	
		vetDynamicVector< mtsNovinHDL::DeviceData * >	
		vetDynamicVector< mtsNovinHDL_Handle * >	
		vetDynamicVector< mtsSensibleHD::DeviceData * >	
		vetDynamicVector< mtsSensibleHD_Handle * >	
		vetDynamicVector< oniPlane >	
		vetDynamicVector< osaThread * >	
		vetDynamicVector< PlatformType >	
		vetDynamicVector< prnJointType >	
		vetDynamicVector< QListWidgetItem * >	
		vetDynamicVector< short >	
		vetDynamicVector< std::ifstream * >	
		vetDynamicVector< std::string >	
		vetDynamicVector< svlCameraGeometry::_Extrinsics >	
		vetDynamicVector< svlCameraGeometry::_Intrinsics >	
		vetDynamicVector< svlColorSpace >	
		vetDynamicVector< svlDraw::Internals >	
		vetDynamicVector< svlDraw::svlDraw::Internals >	
		vetDynamicVector< svlEllipse >	
		vetDynamicVector< svlFile * >	
		vetDynamicVector< svlFilterImageCenterFinderInterface * >	
		vetDynamicVector< svlFilterOutput * >	
		vetDynamicVector< svlImageCodecBase * >	
		vetDynamicVector< svlImageProcessing::DI_Algorithm >	
		vetDynamicVector< svlImageProcessing::Internals >	
		vetDynamicVector< svlImageTracker * >	
		vetDynamicVector< svlOverlay * >	
		vetDynamicVector< svlPoint2D >	
		vetDynamicVector< svlQuad >	
		vetDynamicVector< svlRect >	
		vetDynamicVector< svlRenderTargetBase * >	
		vetDynamicVector< svlSampleCameraGeometry::Extrinsics >	
		vetDynamicVector< svlSampleCameraGeometry::Intrinsics >	
		vetDynamicVector< svlStreamProc * >	
		vetDynamicVector< svlStreamType >	
		vetDynamicVector< svlTarget2D >	
		vetDynamicVector< svlVidCapSrcBase * >	
		vetDynamicVector< svlVideoCodecBase * >	
		vetDynamicVector< svlVideoIO::Compression * >	
		vetDynamicVector< unsigned char >	
		vetDynamicVector< unsigned int >	
		vetDynamicVector< value_type >	
		vetDynamicVector< vetDynamicMatrix< int >>	
		vetDynamicVector< vetDynamicMatrix< unsigned char >>	
		vetDynamicVector< vetDynamicVector< bool >>	
		vetDynamicVector< vetDynamicVector< int >>	
		vetDynamicVector< vetDynamicVector< svlBlob >>	
		vetDynamicVector< vetDynamicVector< svlImageCodecBase * >>	
		vetDynamicVector< vetDynamicVector< svlVideoCodecBase * >>	
		vetDynamicVector< vetDynamicVector< unsigned char >>	
		vetDynamicVector< vetDynamicVector< unsigned int >>	
		vetDynamicVector< vetDynamicVector< unsigned short >>	
		vetDynamicVector< vetDynamicVector< vetFixedSizeVector >>	
		vetDynamicVector< vetFixedSizeMatrix< double, 3, 3 >>	
		vetDynamicVector< vetFixedSizeVector >	
		vetDynamicVector< vetFixedSizeVector< double, 9 >>	
		vetDynamicVector< vetFixedSizeVectorRef >	
		vetDynamicVectorRef< CISSTNETLIB_DOUBLE >	
		vetDynamicVectorRef< CISSTNETLIB_INTEGER >	
		vetDynamicVectorRef< double >	