```
vctFixedSizeConstVectorBase< size, stride, elementType, vctFixedSizeVectorTraits< elementType, size, stride >::pointer >
vctFixedSizeVectorBase< size, stride, elementType, vctFixedSizeVectorTraits< elementType, size, stride >::pointer >
                               vctFixedSizeVectorRef< elementType, size, stride >
```