vctDynamicMatrixBase<_matrixOwnerType,_elementType >		vctDynamicMatrixBase< vctDynamicMatrixOwner< _elementType >, _elementType
	vctDynamicMatrix<_ValueType>	vctDynamicMatrix<_elementType >
	vctDynamicMatrix< CISSTNETLIB_DOUBLE >	
	vctDynamicMatrix< CISSTNETLIB_INTEGER >	
	vctDynamicMatrix< double >	
	vctDynamicMatrix< float >	
	vctDynamicMatrix <int></int>	
	vctDynamicMatrix< short >	
	vctDynamicMatrix< svlTarget2D >	
	vctDynamicMatrix< unsigned char >	
	vctDynamicMatrix< VariableType >	
	vctDynamicMatrixRef<_ValueType>	
	vctDynamicMatrixRef< CISSTNETLIB_DOUBLE >	
	vetDynamicMatrixRef< double >	
	vctDynamicMatrixRef< float >	
	vctDynamicMatrixRef< unsigned char >	

vctDynamicConstMatrixBase< _matrixOwnerType, _elementType >