

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< mtsSensableHD::DeviceData * >	
		vetDynamicVector< mtsSensableHD_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::DL_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< svlVideoO::Compression * >	
		vetDynamicVector< unsigned char >	
		vetDynamicVector< unsigned int >	
		vetDynamicVector< value_type >	
		vetDynamicVector< vetDynamicMatrix< int > >	
		vetDynamicVector< vetDynamicMatrix< unsigned char > >	
		vetDynamicVector< vetDynamicVector< bool > >	
		vetDynamicVector< vetDynamicVector< double > >	
		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 >	