```
vctFixedSizeConstMatrixBase< rows, cols, rowStride, colStride, elementType, vctFixedSizeMatrixTraits< elementType, rows, cols, rowStride, colStride >::pointer >
                                 vctFixedSizeConstMatrixRef< elementType, 3, 3, rowStride, colStride >
                  vctMatrixRotation3ConstBase< vctFixedSizeConstMatrixRef< elementType, 3, 3, rowStride, colStride >>
                    vctMatrixRotation3Base< vctFixedSizeConstMatrixRef< elementType, 3, 3, rowStride, colStride>>
                                   vctMatrixRotation3ConstRef< _elementType, _rowStride, _colStride >
```