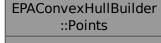
```
PointsBase
+ Capacity
# mSize
# mElements
+ StaticArray()
+ StaticArray()
+ StaticArray()
+ ~StaticArray()
+ clear()
+ push back()
+ emplace back()
+ pop back()
+ empty()
+ size()
  and 22 more...
```



+ GetSizeRef()