

```
OOT::Math::SVector<double,7>
kSize
fArray[7]
@~SVector@<double,7@>
SVector@<double,7@>
operator=
Dim
apply
Array
Array
begin
end
begin
end
operator==
operator@!=
operator==
operator@!=
operator@>
operator@<
operator@>
operator@<
operator@[@]
operator()
operator@[@]
operator()
operator+=
operator-=
operator*==
operator/==
operator+=
operator-=
Unit
```