

```
glm::detail::_swizzle  
_base0< T, N >
```



```
glm::detail::_swizzle  
_base1< N, T, Q, E0,  
E1, E2, E3, detail::is  
_aligned< Q >::value >
```



```
glm::detail::_swizzle  
_base2< N, T, Q, E0,  
E1, E2, E3, DUPLICATE  
_ELEMENTS >
```