```
_to_string< mat< 2, 2,
         T, Q > >::call
    glm::detail::compute
     _to_string< mat< 2, 3,
         T, Q > >::call
    glm::detail::compute
     _to_string< mat< 2, 4,
         T, Q > >::call
    glm::detail::compute
     _to_string< mat< 3, 2,
         T, Q > >::call
    glm::detail::compute
     _to_string< mat< 3, 3,
         T, Q > >::call
    glm::detail::compute
     to_string< mat< 3, 4,
         T, Q > >::call
    glm::detail::compute
     _to_string< mat< 4, 2,
          T, Q > >::call
    glm::detail::compute
     _to_string< mat< 4, 3,
         T, Q > >::call
    glm::detail::compute
     to_string< mat< 4, 4,
          T, Q > >::call
    glm::detail::compute
     to_string< qua< T, Q
>>::call
     glm::detail::compute
      to_string< tdualquat
        < T, Q > >::call
                                              glm::detail::format
   glm::detail::compute
    _to_string< vec< 1, bool,
           Q > >::call
    glm::detail::compute
     _to_string< vec< 1, T,
           Q > >::call
   glm::detail::compute
    _to_string< vec< 2, bool,
           Q > >::call
    glm::detail::compute
    _to_string< vec< 2, 1,
           Q > >::call
   glm::detail::compute
    to_string< vec< 3, bool, Q > >::call
    glm::detail::compute
     _to_string< vec< 3, T,
           Q > >::call
   glm::detail::compute
    to_string< vec< 4, bool, Q > >::call
    glm::detail::compute
     to_string< vec< 4, T,
           Q > >::call
    u22::audio::SoundFile
             ::Load
u22::audio::SoundStreamBuffer
             ::Load
    u22::audio::SoundFile
```

::Open

glm::detail::compute