


glm::make_mat4x3



```
graph LR; A[glm::make_mat4x3] --> B[glm::value_ptr];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'glm::make_mat4x3'. The right box is white and contains the text 'glm::value_ptr'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

glm::value_ptr