

```
glm::detail::compute  
_to_string< vec< 3, bool,  
    Q > >::call
```

```
graph LR; A["glm::detail::compute_to_string< vec< 3, bool, Q > >::call"] --> B["glm::detail::format"]; B --> C["vsprintf"]
```

```
glm::detail::format
```

```
vsprintf
```