

`glm::compMax`



```
graph LR; A[glm::compMax] --> B[glm::max]
```

A diagram illustrating a mapping between two GLSL functions. On the left, a gray rectangular box contains the text `glm::compMax`. A blue arrow points from this box to a white rectangular box on the right, which contains the text `glm::max`. Both boxes have a thin black border.

`glm::max`