


`glm::make_mat4x2`



```
graph LR; A[glm::make_mat4x2] --> B[glm::value_ptr]
```

A diagram showing a function call. On the left, a gray rectangular box contains the text `glm::make_mat4x2`. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text `glm::value_ptr`. Both boxes have a thin black border.

`glm::value_ptr`