glm::detail::compute
_half< 1, Q >::pack

glm::detail::compute _half< 2, Q >::pack

glm::detail::compute _half< 3, Q >::pack

glm::detail::compute
_half< 4, Q >::pack

glm::packHalf1x16

glm::packHalf2x16

glm::packHalf4x16

glm::detail::toFloat16