glm::computeCovarianceMatrix glm::findEigenvaluesSymReal glm::detail::\_swizzle \_base2::op\_equal::operator() glm::detail::\_swizzle \_base2::op\_minus::operator() glm::detail::\_swizzle glm::detail::compute \_base2::op\_plus::operator() \_half< 1, Q >::pack glm::e glm::detail::\_swizzle glm::detail::compute \_base2::op\_mul::operator() \_half< 2, Q >::pack glm::detail::\_swizzle glm::detail::compute \_base2::op\_div::operator() \_half< 3, Q >::pack glm::packRGBM glm::detail::compute \_half< 4, Q >::pack glm::detail::toFloat16 glm::packHalf1x16 glm::packHalf2x16 glm::packHalf4x16 glm::detail::compute \_half< 1, Q >::unpack glm::detail::compute \_half< 2, Q >::unpack glm::detail::compute \_half< 3, Q >::unpack glm::detail::toFloat32 glm::detail::compute \_half< 4, Q >::unpack glm::unpackHalf1x16 glm::unpackHalf2x16 glm::unpackHalf4x16