

glm::orientate3

glm::orientate4

glm::yawPitchRoll



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graph LR; A[glm::orientate3] --> C[glm::yawPitchRoll]; B[glm::orientate4] --> C;
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The diagram illustrates the relationship between three glm functions. On the left, two white rectangular boxes with black borders are stacked vertically. The top box contains the text 'glm::orientate3' and the bottom box contains 'glm::orientate4'. On the right, there is a single gray rectangular box with a black border containing the text 'glm::yawPitchRoll'. Two blue arrows originate from the right side of the 'glm::orientate3' box and the right side of the 'glm::orientate4' box, both pointing towards the left side of the 'glm::yawPitchRoll' box. This indicates that both 'glm::orientate3' and 'glm::orientate4' are implemented using or delegate to the 'glm::yawPitchRoll' function.