


glm::make_mat4x3



```
graph LR; A[glm::make_mat4x3] --> B[glm::value_ptr]
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text 'glm::make_mat4x3'. A blue arrow points from this box to a white rectangular box on the right, which contains the text 'glm::value_ptr'. Both boxes have a thin black border.

glm::value_ptr