


`glm::make_mat2x3`



```
graph LR; A[glm::make_mat2x3] --> B[glm::value_ptr]
```

A diagram showing a function call. On the left, a gray rectangular box contains the text `glm::make_mat2x3`. A blue arrow points from the right side of this box to the right side of another rectangular box on the right. This second box is white with a black border and contains the text `glm::value_ptr`.

`glm::value_ptr`