```
glm::angle
    glm::detail::compute
      _rgbToSrgb::call
  glm::detail::compute
   _smoothstep_vector::call
        glm::clamp
    glm::orientedAngle
    glm::packF3x9_E1x5
      glm::packRGBM
      glm::packSnorm
    glm::packSnorm1x16
    glm::packSnorm1x8
    glm::packSnorm2x16
    glm::packSnorm2x8
 glm::packSnorm3x10_1x2
    glm::packSnorm4x16
    glm::packSnorm4x8
      glm::packUnorm
                                      glm::associatedMin
   glm::packUnorm1x16
                                     glm::detail::compute
                                      _clamp_vector::call
glm::packUnorm1x5_1x6_1x5
                                     glm::detail::compute
    glm::packUnorm1x8
                                       _min_vector::call
                                          glm::clamp
   glm::packUnorm2x16
  glm::packUnorm2x3_1x2
                                        glm::compMin
                                                                   glm::min
                                          glm::fmin
    glm::packUnorm2x4
    glm::packUnorm2x8
                                        glm::hsvColor
 glm::packUnorm3x10_1x2
                                        glm::isIdentity
                                          glm::min
  glm::packUnorm3x5_1x1
   glm::packUnorm4x16
                                         glm::simplex
    glm::packUnorm4x4
    glm::packUnorm4x8
       glm::saturate
       glm::simplex
      glm::smoothstep
     glm::unpackSnorm
  glm::unpackSnorm1x16
   glm::unpackSnorm1x8
  glm::unpackSnorm2x16
   glm::unpackSnorm2x8
glm::unpackSnorm3x10_1x2
  glm::unpackSnorm4x16
```

glm::unpackSnorm4x8