


`glm::make_mat4x4`



```
graph LR; A[glm::make_mat4x4] --> B[glm::value_ptr]
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text `glm::make_mat4x4`. 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`