

glm::detail::compute
_clamp_vector::call

```
graph LR; A[glm::detail::compute_clamp_vector::call] --> B[glm::max]; A --> C[glm::min];
```

The diagram illustrates a function call within the glm library. A grey box on the left contains the text 'glm::detail::compute_clamp_vector::call'. Two blue arrows originate from the right side of this box. The top arrow points to a white box on the right containing 'glm::max'. The bottom arrow points to another white box on the right containing 'glm::min'. This indicates that the 'compute_clamp_vector' function internally uses both 'max' and 'min' functions to clamp vector components.

glm::max

glm::min