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glm::areOrthogonal
  glm::areOrthonormal
  glm::detail::compute
      _reflect::call
  glm::detail::compute
      _refract::call
  glm::detail::compute
   _faceforward::call
  glm::detail::compute
      _length::call
  glm::detail::compute
     _normalize::call
  glm::detail::compute
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 glm::closestPointOnLine
    glm::decompose
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    glm::fastLength
   glm::fastNormalize
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   glm::detail::grad4
glm::intersectLineSphere
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glm::intersectRaySphere
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      glm::inverse
   glm::isOrthogonal
    glm::leftHanded
       glm::length
                                     glm::dot
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     glm::lookAtLH
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        glm::mix
   glm::mixedProduct
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    glm::orientation
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        glm::proj
  glm::qr_decompose
     glm::qua::qua
   glm::quatLookAtLH
   glm::quatLookAtRH
      glm::reflect
      glm::refract
    glm::rightHanded
      glm::rotation
     glm::shortMix
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glm::simplex

glm::slerp

glm::angle