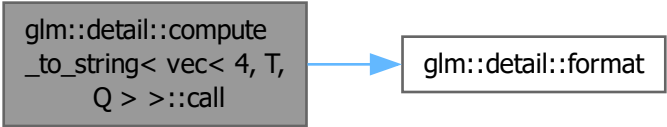


```
glm::detail::compute  
_to_string< vec< 4, T,  
Q > >::call
```



```
glm::detail::format
```