

glm::detail::\_swizzle\_base0< ValueType, N >

glm::detail::\_swizzle\_base1< ValueType, P, VecType, E0, E1, E2, E3, N >

glm::detail::\_swizzle\_base2< ValueType, P, VecType, N, E0, E1, E2, E3, DUPLICATE\_ELEMENTS >