

g_sigMath_matrixEye_bl



```
graph LR; A[g_sigMath_matrixEye_bl] --> B[m_getIndex_i32]
```

A diagram showing a call from a function to a method. On the left, a gray rectangular box contains the text 'g_sigMath_matrixEye_bl'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'm_getIndex_i32'.

m_getIndex_i32