

resetBits



```
graph LR; A[resetBits] --> B["vrenc::BinCounter::reset"]
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is light gray with a black border and contains the text 'resetBits'. The right box is white with a black border and contains the text 'vrenc::BinCounter::reset' on two lines.

vrenc::BinCounter::
reset