

glm::detail::compute
_findLSB::call



```
graph LR; A[glm::detail::compute_findLSB::call] --> B[glm::bitCount]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'glm::detail::compute_findLSB::call'. The right box is white and contains the text 'glm::bitCount'. A blue arrow points from the right side of the gray box to the left side of the white box.

glm::bitCount