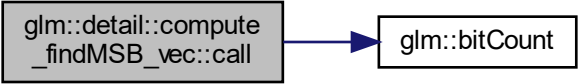


glm::detail::compute
_findMSB_vec::call



```
graph LR; A["glm::detail::compute  
_findMSB_vec::call"] --> B["glm::bitCount"]
```

glm::bitCount