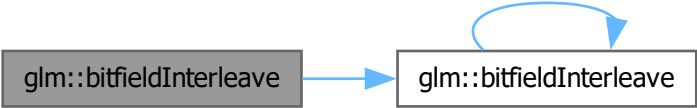


glm::bitfieldInterleave



```
graph LR; A[glm::bitfieldInterleave] --> B[glm::bitfieldInterleave]; B --> B;
```

The diagram consists of two rectangular boxes. The left box is filled with a dark gray color and contains the text 'glm::bitfieldInterleave'. A straight blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and also contains the text 'glm::bitfieldInterleave'. A curved blue arrow starts from the top of the right box and points back to the top of the same box, forming a self-loop.

glm::bitfieldInterleave