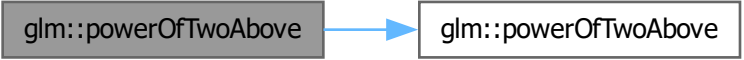


glm::powerOfTwoAbove



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

glm::powerOfTwoAbove