

```
glm::detail::compute  
_findLSB::call
```

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

The diagram illustrates a function call. A grey rectangular box on the left contains the text `glm::detail::compute_findLSB::call`. A solid blue arrow points from the right side of this box to a white rectangular box on the right. The white box contains the text `glm::bitCount`. Above the white box, a curved blue arrow starts from the top edge and points back to the top edge, indicating a self-call or a loop.

```
glm::bitCount
```