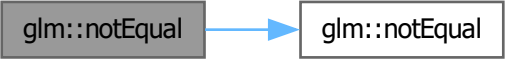


`glm::notEqual`



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

`glm::notEqual`