

CollisionJudgment::  
IsHit\_Segment3D\_Plane



```
graph LR; A["CollisionJudgment::  
IsHit_Segment3D_Plane"] --> B["Vector3D::GetLength"]
```

A diagram showing a call from the function CollisionJudgment::IsHit\_Segment3D\_Plane to the function Vector3D::GetLength. The call is represented by a blue arrow pointing from the left box to the right box.

Vector3D::GetLength