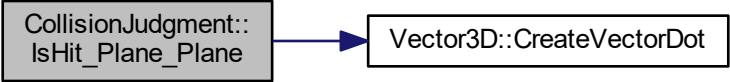


CollisionJudgment::
IsHit_Plane_Plane



```
graph LR; A[CollisionJudgment::IsHit_Plane_Plane] --> B[Vector3D::CreateVectorDot]
```

A diagram showing a call from the function CollisionJudgment::IsHit_Plane_Plane to the function Vector3D::CreateVectorDot. The call is represented by a blue arrow pointing from the left box to the right box.

Vector3D::CreateVectorDot