

CollisionJudgment::  
CalculateCollidingLength  
\_Segment3D\_Plane

```
graph LR; A["CollisionJudgment::  
CalculateCollidingLength  
_Segment3D_Plane"] --> B["Vector3D::CreateNormalize"]; A --> C["Vector3D::CreateVectorDot"];
```

Vector3D::CreateNormalize

Vector3D::CreateVectorDot