

deps/glm/gtx/closest
_point.inl

```
graph BT; A[deps/glm/gtx/closest_point.inl] --> B[deps/glm/gtx/closest_point.hpp]; B --> C[deps/glm/gtx/intersect.hpp];
```

deps/glm/gtx/closest
_point.hpp

deps/glm/gtx/intersect.hpp