

quickhull::mathutils
::getSquaredDistanceBetween
PointAndRay

```
graph LR; A["quickhull::mathutils  
::getSquaredDistanceBetween  
PointAndRay"] --> B["quickhull::Vector3  
::dotProduct"]; A --> C["quickhull::Vector3  
::getLengthSquared"]
```

quickhull::Vector3
::dotProduct

quickhull::Vector3
::getLengthSquared