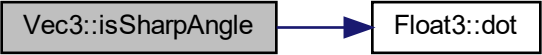


Vec3::isSharpAngle



```
graph LR; A[Vec3::isSharpAngle] --> B[Float3::dot]
```

A diagram showing a call to the function Vec3::isSharpAngle. A blue arrow points from the function name to the return value, Float3::dot. The function name is in a gray box, and the return value is in a white box.

Float3::dot