

nanort::real3< vertex
_t >::operator*

nanort::real3< vertex
_t >::operator+

nanort::real3< vertex
_t >::operator-

nanort::real3< vertex
_t >::operator/

nanort::real3::real3

```
graph LR; A[nanort::real3< vertex_t >::operator*] --> D[nanort::real3::real3]; B[nanort::real3< vertex_t >::operator+] --> D; C[nanort::real3< vertex_t >::operator-] --> D; E[nanort::real3< vertex_t >::operator/] --> D;
```

The diagram illustrates the relationship between four overloaded operators and the `nanort::real3::real3` constructor. On the left, four white rectangular boxes are stacked vertically, each containing a different operator overload: `nanort::real3< vertex_t >::operator*`, `nanort::real3< vertex_t >::operator+`, `nanort::real3< vertex_t >::operator-`, and `nanort::real3< vertex_t >::operator/`. On the right, a gray rectangular box contains the text `nanort::real3::real3`. Four blue arrows originate from the right side of each operator box and point towards the left side of the gray box, indicating that each operator overload is associated with or calls the `real3` constructor.