

glm::closestPointOnLine

glm::intersectRaySphere

glm::intersectRayTriangle

glm::distance

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graph LR; A[glm::closestPointOnLine] --> D[glm::distance]; B[glm::intersectRaySphere] --> D; C[glm::intersectRayTriangle] --> D;
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The diagram illustrates a relationship between three glm functions and a common target. On the left, three white rectangular boxes are stacked vertically, each containing a function name: 'glm::closestPointOnLine' at the top, 'glm::intersectRaySphere' in the middle, and 'glm::intersectRayTriangle' at the bottom. On the right, a single gray rectangular box contains the name 'glm::distance'. Three blue arrows originate from the right side of each of the three white boxes and point towards the left side of the gray box, indicating that these three functions are related to or utilize the 'distance' function.