

Core::_Collision::Ray
_SphereFast



```
graph LR; A[Core::_Collision::Ray_SphereFast] --> B[Core::_gmath::Dot]
```

A diagram showing a call from the function `Core::_Collision::Ray_SphereFast` to the function `Core::_gmath::Dot`. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

Core::_gmath::Dot