

VectF4::getNormalFast3

```
graph LR; A[VectF4::getNormalFast3] --> B[VectF4::length3]; B --> C[VectF4::squareLength3];
```

The diagram consists of three rectangular boxes arranged horizontally. The first box on the left is shaded gray and contains the text 'VectF4::getNormalFast3'. A dark blue arrow points from the right side of this box to the left side of the second box. The second box is white with a black border and contains the text 'VectF4::length3'. Another dark blue arrow points from the right side of the second box to the left side of the third box. The third box is also white with a black border and contains the text 'VectF4::squareLength3'.

VectF4::length3

VectF4::squareLength3