

`glm::closestPointOnLine`

`glm::intersectRaySphere`

`glm::intersectRayTriangle`

`glm::distance`



```
graph LR; A[glm::closestPointOnLine] --> D[glm::distance]; B[glm::intersectRaySphere] --> D; C[glm::intersectRayTriangle] --> D;
```

The diagram illustrates that three different functions from the glm library—`glm::closestPointOnLine`, `glm::intersectRaySphere`, and `glm::intersectRayTriangle`—all return a distance value. This is represented by three blue arrows pointing from each of these functions to a central gray box labeled `glm::distance`.