

glm::intersectRaySphere



```
graph LR; A[glm::intersectRaySphere] --> B[glm::dot]; A --> C[glm::sqrt]; C --> C;
```

A call graph diagram showing the function `glm::intersectRaySphere` as the root node. It has two outgoing arrows: one to `glm::dot` and one to `glm::sqrt`. The `glm::sqrt` node has a self-loop arrow.

glm::dot

glm::sqrt