First Step

- C is the length of the projection of ax on ab
- C = (b-a).(x-a)
 - The dot product of the two vectors w.r.t. a
- Positive -> in direction of ab
- Negative -> behind a on ab



In Segment

• $d = Sqrt[r^2 - c^2]$



Behind first point

• d = Norm[x-a]



Beyond second point

• If c > ab

-d = Norm[x-b]

