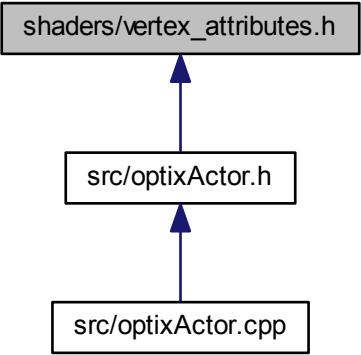


shaders/vertex\_attributes.h



```
graph BT; A[src/optixActor.cpp] --> B[src/optixActor.h]; B --> C[shaders/vertex_attributes.h]; style C fill:#ccc,stroke:#333,stroke-width:1px; style B fill:#fff,stroke:#333,stroke-width:1px; style A fill:#fff,stroke:#333,stroke-width:1px;
```

src/optixActor.h

src/optixActor.cpp