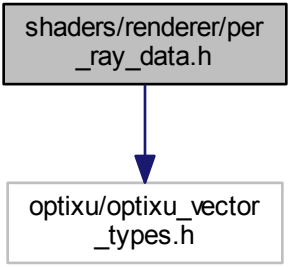


shaders/renderer/per
_ray_data.h



```
graph TD; A[shaders/renderer/per_ray_data.h] --> B[optixu/optixu_vector_types.h]
```

optixu/optixu_vector
_types.h