

QuadTree::insert

```
graph LR; A[QuadTree::insert] --> B[getTriangleBounds]; A --> C[BoundingBox::intersects];
```

A diagram illustrating a function call. A gray rectangular box on the left contains the text "QuadTree::insert". Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing the text "getTriangleBounds". The bottom arrow points to another white rectangular box containing the text "BoundingBox::intersects".

getTriangleBounds

BoundingBox::intersects