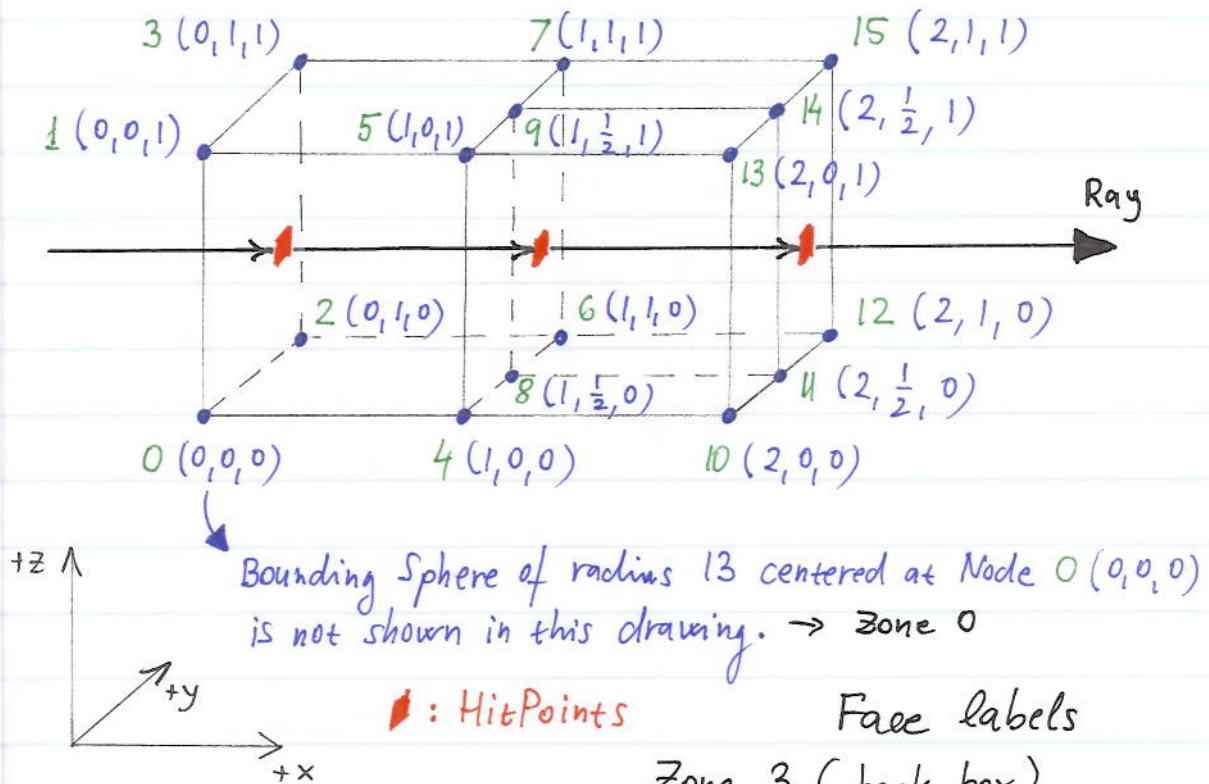
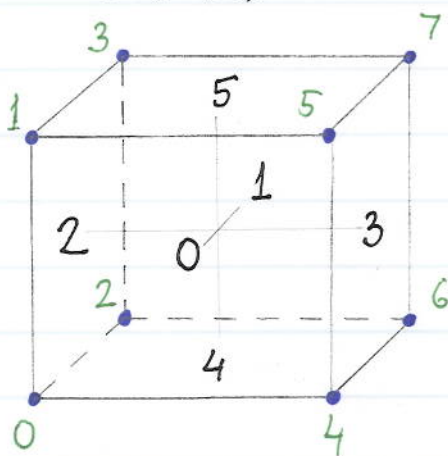


mesh.cpp, test_Mesh.cpp

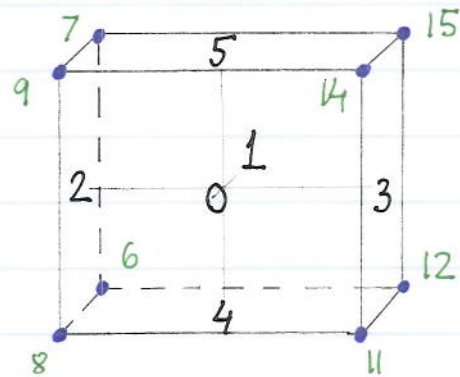
Test Ray handovers between neighboring Zones and Faces
3-D



Zone 1 (cube)



Zone 3 (back box)



Zone 2 (front box)

