

SlyMath::Intersect

SlyMath::OBBProjectionLength

CollisionVolumeAABB
::GetWorld

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graph LR; A[SlyMath::Intersect] --> C[CollisionVolumeAABB::GetWorld]; B[SlyMath::OBBProjectionLength] --> C;
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The diagram illustrates a dependency or call relationship. Two white rectangular boxes on the left, labeled 'SlyMath::Intersect' and 'SlyMath::OBBProjectionLength', have blue arrows pointing to a single gray rectangular box on the right labeled 'CollisionVolumeAABB::GetWorld'.