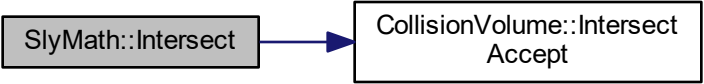


SlyMath::Intersect



```
graph LR; A[SlyMath::Intersect] --> B[CollisionVolume::Intersect  
Accept]
```

A diagram showing a call from the function `SlyMath::Intersect` to the function `CollisionVolume::Intersect`. The first box is shaded gray, and the second box is white. A blue arrow points from the first box to the second box.

CollisionVolume::Intersect
Accept