

nanort::TriangleMesh
::BoundingBox

nanort::TriangleIntersector
< double, nanort::TriangleIntersection
< double > >::Intersect

nanort::get_vertex_addr

```
graph LR; A[nanort::TriangleMesh::BoundingBox] --> C[nanort::get_vertex_addr]; B[nanort::TriangleIntersector< double, nanort::TriangleIntersection< double > >::Intersect] --> C;
```

The diagram illustrates a dependency or relationship. Two boxes on the left point via blue arrows to a single box on the right. The top box contains the text 'nanort::TriangleMesh::BoundingBox'. The bottom box contains the text 'nanort::TriangleIntersector< double, nanort::TriangleIntersection< double > >::Intersect'. The box on the right, which is shaded gray, contains the text 'nanort::get_vertex_addr'.