

nanort::IntersectRayAABB
< double >

nanort::IntersectRayAABB
< float >

nanort::safemin

```
graph LR; A[nanort::IntersectRayAABB< double >] --> C[nanort::safemin]; B[nanort::IntersectRayAABB< float >] --> C;
```

The diagram illustrates a common variable 'nanort::safemin' being referenced by two different function templates. The first template is 'nanort::IntersectRayAABB' with a double precision floating-point type ('< double >'). The second template is 'nanort::IntersectRayAABB' with a single precision floating-point type ('< float >'). Both templates have arrows pointing to the 'nanort::safemin' variable, which is shown in a shaded box on the right.