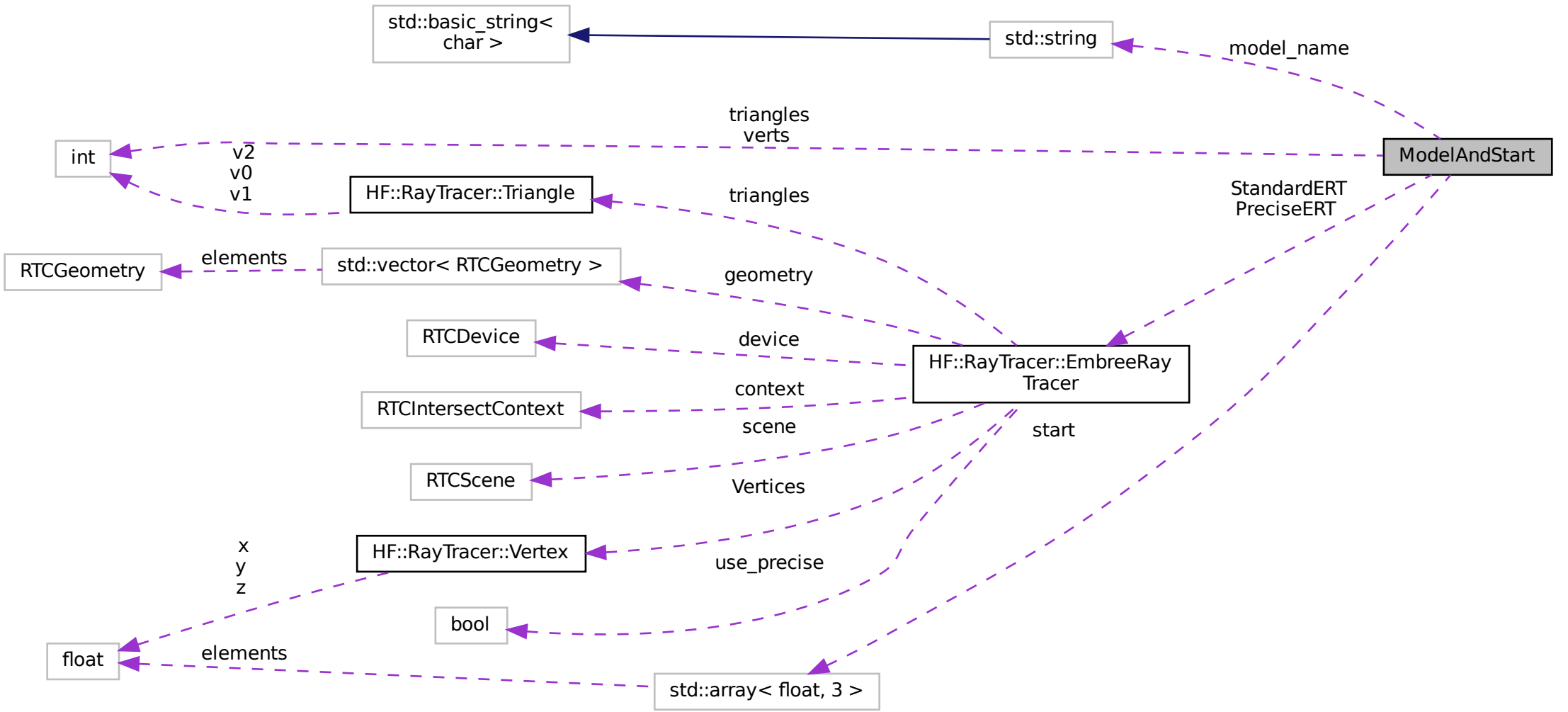
std::basic_string< char >
std::string
model_name
triangles
verts
int
v2
v0
v1
ModelAndStart
HF::RayTracer::Triangle
triangles
StandardERT
PreciseERT
RTCGeometry
elements
std::vector< RTCGeometry >
geometry
RTCDevice
device
HF::RayTracer::EmbreeRay Tracer
RTCIntersectContext
context
scene
start
RTCScene
Vertices
x
y
z
HF::RayTracer::Vertex
use_precise
bool
float
elements
std::array< float, 3 >