

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;
```