

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 between three components. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'nanort::TriangleMesh::BoundingBox'. The bottom box contains the text 'nanort::TriangleIntersector< double, nanort::TriangleIntersection< double > >::Intersect'. On the right, there is a gray rectangular box with a black border containing the text 'nanort::get\_vertex\_addr'. Two blue arrows point from the right side of the two white boxes to the left side of the gray box, indicating that both the TriangleMesh::BoundingBox and the TriangleIntersector class depend on or use the get\_vertex\_addr function.