

HF::RayTracer::EmbreeRay  
Tracer::PointIntersection

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graph LR; A[HF::RayTracer::EmbreeRayTracer::PointIntersection] --> B[HF::RayTracer::HitStruct::DidHit]; B --> C[HF::RayTracer::DidIntersect]
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HF::RayTracer::HitStruct  
::DidHit

HF::RayTracer::DidIntersect