

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. Two source boxes on the left point via blue arrows to a single target box on the right. The top source box contains the text 'nanort::TriangleMesh::BoundingBox'. The bottom source box contains the text 'nanort::TriangleIntersector< double, nanort::TriangleIntersection< double > >::Intersect'. The target box on the right contains the text 'nanort::get\_vertex\_addr'.