

nanort::TriangleMesh
::BoundingBox

nanort::TriangleIntersector
::Intersect

nanort::get_vertex_addr

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graph LR; A[nanort::TriangleMesh::BoundingBox] --> C[nanort::get_vertex_addr]; B[nanort::TriangleIntersector::Intersect] --> C;
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The diagram illustrates a dependency or call relationship. Two source boxes on the left, 'nanort::TriangleMesh::BoundingBox' and 'nanort::TriangleIntersector::Intersect', both have blue arrows pointing to a single target box on the right, 'nanort::get_vertex_addr'. The target box is shaded gray, while the source boxes are white with black borders.