


HF::RayTracer::EmbreeRay
Tracer::Intersect



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graph LR; A[HF::RayTracer::EmbreeRayTracer::Intersect] --> B[HF::RayTracer::EmbreeRayTracer::CalculatePreciseDistance]; B --> C[HF::RayTracer::EmbreeRayTracer::GetTriangle];
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HF::RayTracer::EmbreeRay
Tracer::CalculatePreciseDistance

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Tracer::GetTriangle