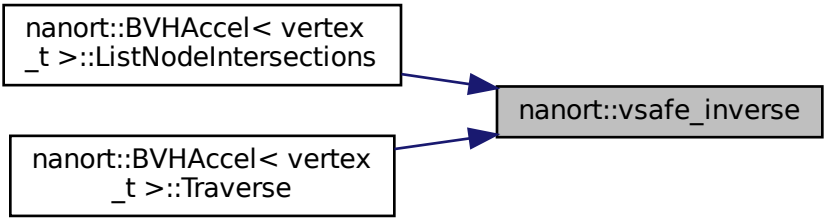
nanort::BVHAccel< vertex
_t >::ListNodeIntersections
nanort::BVHAccel< vertex
_t >::Traverse
nanort::vsafe_inverse