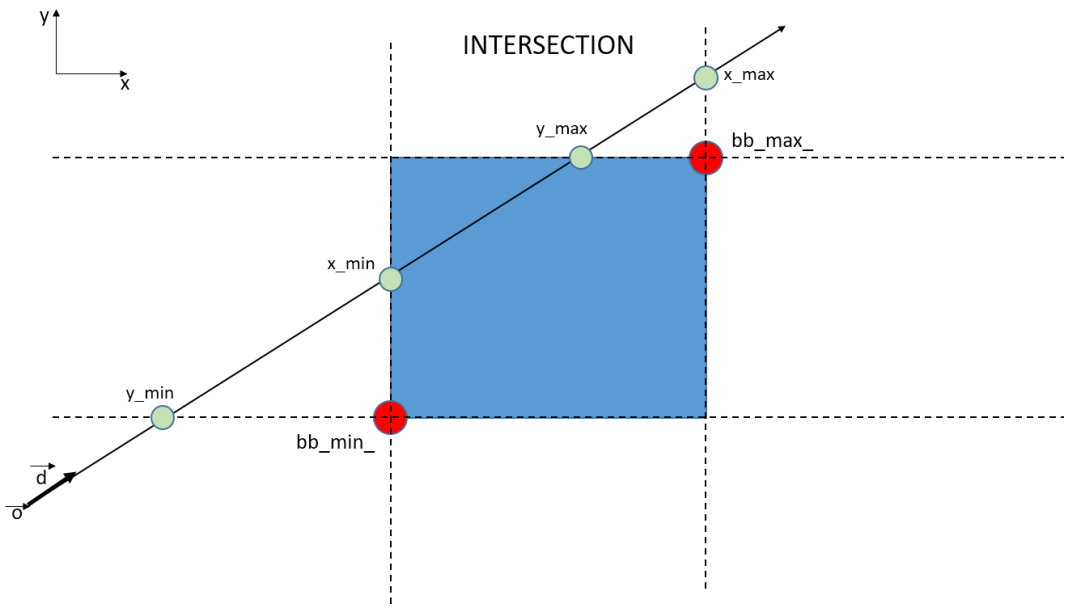
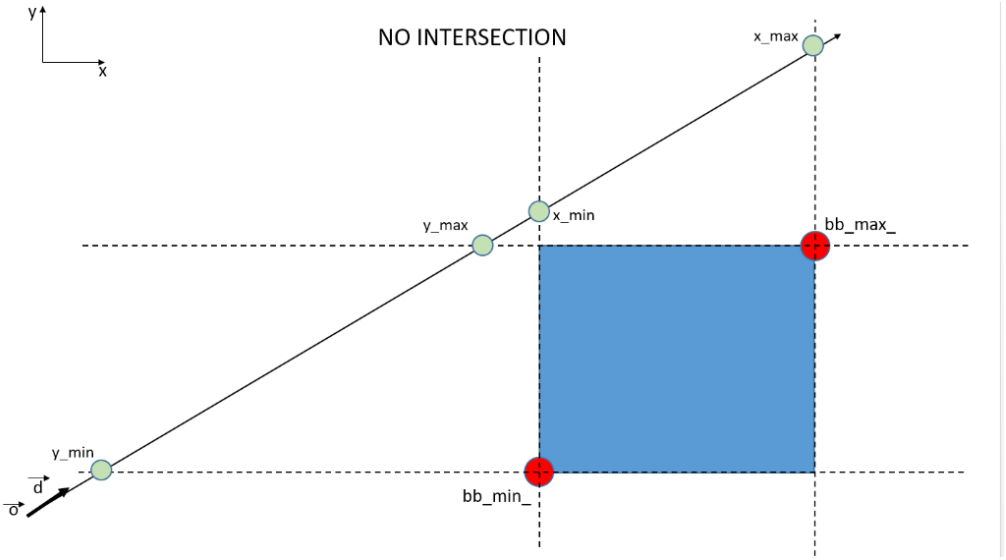


- x-direction calculated first and therefore values stored as min_t_possible = x_min and max_t_possible = x_max
- now y-direction calculated and as x_min > y_min we do not change the min_t_possible
- as x_max>y_max we change max_t_possible = y_max
- as min_t_possible < max_t_possible there is an intersection



- x-direction calculated first and therefore values stored as min_t_possible = x_min and max_t_possible = x_max
- now y-direction calculated and as x_min > y_min we do not change the min_t_possible
- as x_max>y_max we change max_t_possible = y_max
- as min_t_possible > max_t_possible there is not an intersection