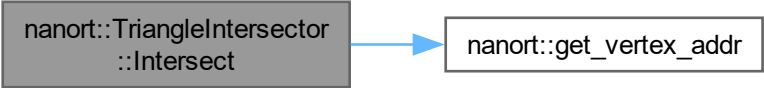


nanort::TriangleIntersector
::Intersect



```
graph LR; A[nanort::TriangleIntersector::Intersect] --> B[nanort::get_vertex_addr]
```

nanort::get_vertex_addr