

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;
```

The diagram illustrates a dependency or call relationship. Two white rectangular boxes on the left, representing source functions or methods, have blue arrows pointing to a single gray rectangular box on the right, representing the target function. The top box is labeled 'nanort::TriangleMesh::BoundingBox' and the bottom box is labeled 'nanort::TriangleIntersector::Intersect'. Both arrows converge on the target box labeled 'nanort::get\_vertex\_addr'.