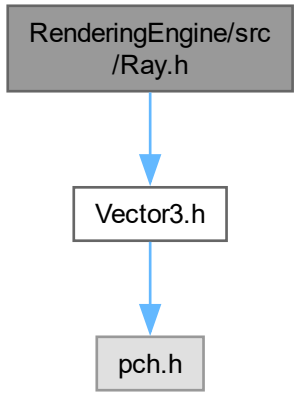


RenderingEngine/src  
/Ray.h



```
graph TD; A[RenderingEngine/src /Ray.h] --> B[Vector3.h]; B --> C[pch.h];
```

Vector3.h

pch.h