

Unit::findAvoidanceDirection

```
graph LR; A[Unit::findAvoidanceDirection] --> B[Unit::normalize]; A --> C[Unit::rotateVector];
```

A diagram illustrating a function call. A gray rectangular box on the left contains the text "Unit::findAvoidanceDirection". Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing "Unit::normalize". The bottom arrow points to a white rectangular box containing "Unit::rotateVector".

Unit::normalize

Unit::rotateVector