#intersections	Wilderman paper scenario	My code scenario
0 (cone outside FOV)	-	0
0 (cone inside FOV)	1	1
1,3,5,7	"never happens"	ignored
2 (orthogonal edges)	2	2
2 (opposite edges)	3	2
2 (only one edge)	5	5
4 (2 in orthogal edges)	5	3
4 (1 orthogonal/1 opposite)	4	4
4 (2 in opposite edge)	6	6
4 (1 in each edge)	3	11
4 (2 in same orthogonal edge)	-	10 (very very unlikely or maybe impossible?)
6 (4 in orthogonal edges)	one of the above	7
8 (2 in each edge)	one of the above	8
else (???)	one of the above (???)	9