

HumanFactors.RayTracing.  
NativeMethods.C\_IntersectRays

```
graph LR; A[HumanFactors.RayTracing.  
NativeMethods.C_IntersectRays] --> B[HumanFactors.RayTracing.  
NativeMethods.FireRaysDistance]; A --> C[HumanFactors.NativeUtils.  
HelperFunctions.FlattenVectorArray];
```

HumanFactors.RayTracing.  
NativeMethods.FireRaysDistance

HumanFactors.NativeUtils.  
HelperFunctions.FlattenVectorArray