

HumanFactors.SpatialStructures.
NativeMethods.C_AddEdge

```
graph LR; A[HumanFactors.SpatialStructures.  
NativeMethods.C_AddEdge] --> B[HumanFactors.SpatialStructures.  
NativeMethods.AddEdgeFromNodes]; A --> C[HumanFactors.Vector3D.To  
Array];
```

The diagram illustrates a method call flow. A central box on the left, labeled 'HumanFactors.SpatialStructures.NativeMethods.C_AddEdge', has two arrows pointing to the right. The top arrow points to a box labeled 'HumanFactors.SpatialStructures.NativeMethods.AddEdgeFromNodes'. The bottom arrow points to a box labeled 'HumanFactors.Vector3D.To Array'.

HumanFactors.SpatialStructures.
NativeMethods.AddEdgeFromNodes

HumanFactors.Vector3D.To
Array