

## Raycast

**Reflect** Creates a raycast that can reflect off certain objects in a layer mask.

```
Vector3[] linePositions = CandyCoded.Raycast.Reflect(gameObject.transform.position,  
    gameObject.transform.forward, distance, layerMask);
```

```
lineRenderer.positionCount = linePositions.Length;  
lineRenderer.SetPositions(linePositions);
```

Objects that are hit can also be returned to an array by reference.

```
List<RaycastHit> hits;
```

```
Vector3[] linePositions = CandyCoded.Raycast.Reflect(gameObject.transform.position,  
    gameObject.transform.forward, distance, layerMask, out hits);
```