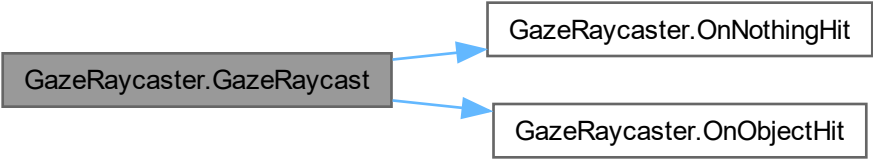


GazeRaycaster.GazeRaycast



```
graph LR; A[GazeRaycaster.GazeRaycast] --> B[GazeRaycaster.OnNothingHit]; A --> C[GazeRaycaster.OnObjectHit];
```

The diagram illustrates a branching logic flow. On the left, a gray rectangular box contains the text 'GazeRaycaster.GazeRaycast'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box with a black border containing the text 'GazeRaycaster.OnNothingHit'. The bottom arrow points to another white rectangular box with a black border containing the text 'GazeRaycaster.OnObjectHit'.

GazeRaycaster.OnNothingHit

GazeRaycaster.OnObjectHit