Beginning

Arguments setting

Ray stack is empty

Shoot a ray tube from the ray stack

Over \( N_{\text{ref}} \) or \( N_{\text{pen}} \)

Cover the receiver

Touching any object

Calculating reflected and penetrated ray tubes

Put the new ray tubes into the ray stack

Calculating contributions of the ray

Synthesizing all contributions

Calculating diffraction contributions

Finish

Fig. 1  Flow chart of the ray-tracing process