Material

- effectsOnMaterial
- compDefStrength
- impactDefStrength
- tensileDefStrength
- torsionDefStrenght
- shearDefStrength
- compFractStrength
- impactFractStrength
- tensileFractStrength
- torsionFractStrenght
- shearFractStrength
- plasticity
- density
- materialName

+ operator==()
+ operator!=()
+ operator=()
+ Material()
+ Material()
+ PerformMaterialCalculations()
+ setDeformationStrenghts()
+ setFractureStrength()
+ setDensity()
+ setMaterialName()
and 6 more...
- SetupForce()
- SetupShearForce()
- SetupImpactForce()
- SetupCompressionForce()
- SetupTensileForce()
- SetupTorsionForce()
- CalculateForcePenentration()
- CalculateForcePenentration()
- ApplyForcePenentration()
- DetermineWoundSeverity()

-material

Resource

- isRenewable
- isEdible
- resourceCategory
- name
- rarity

+ operator==()
+ operator!=()
+ operator=()
+ Resource()
+ Resource()
+ Resource()
+ setResourceCategory()
+ setIsRenewable()
+ setResourceName()
+ setRarity()
and 12 more...