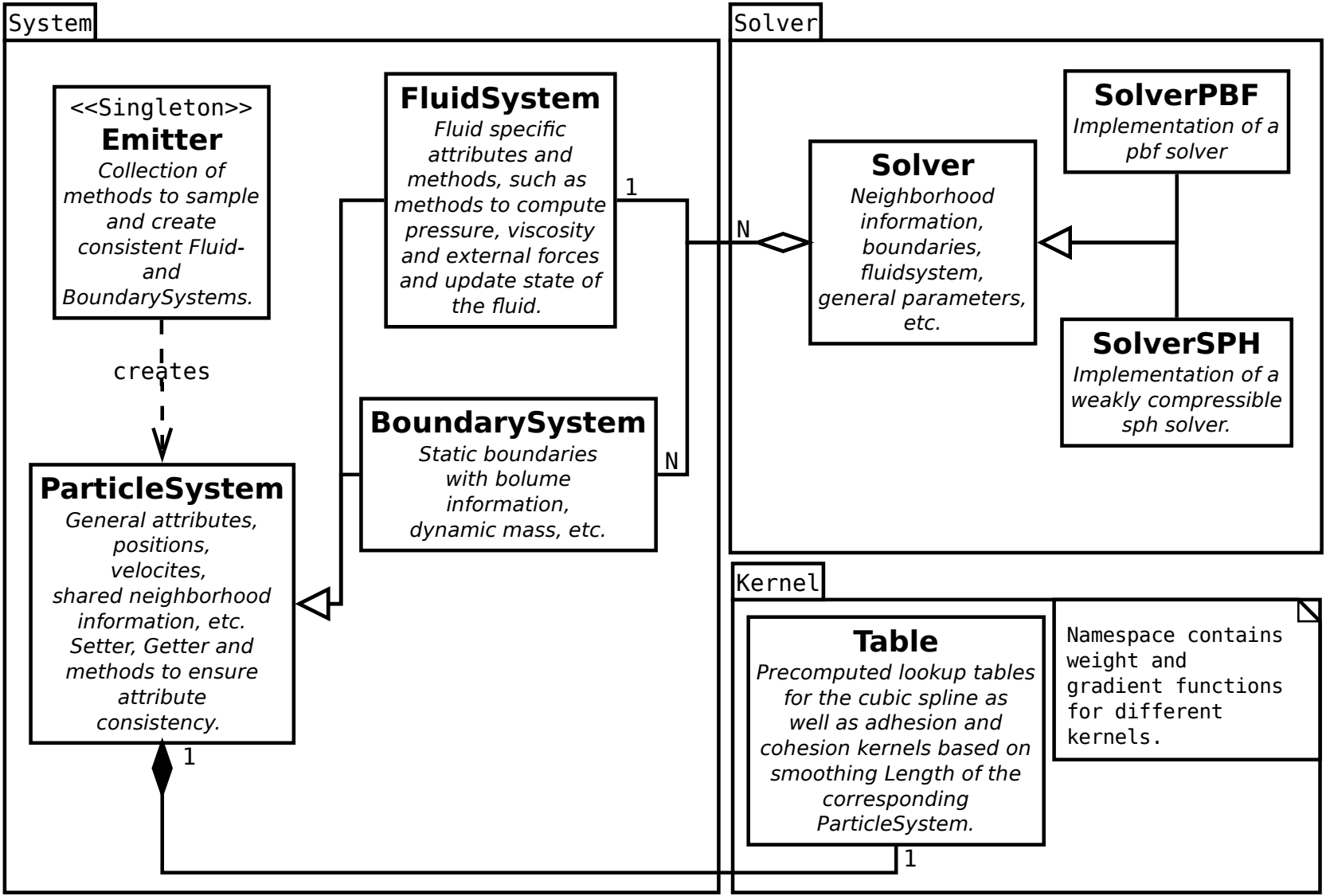
System
<<Singleton>>
Emitter
Collection of methods to sample and create consistent Fluid- and BoundarySystems.
creates
FluidSystem
Fluid specific attributes and methods, such as methods to compute pressure, viscosity and external forces and update state of the fluid.
1
N
BoundarySystem
Static boundaries with bolume information, dynamic mass, etc.
N
ParticleSystem
General attributes, positions, velocites, shared neighborhood information, etc. Setter, Getter and methods to ensure attribute consistency.
1
Solver
Solver
Neighborhood information, boundaries, fluidsystem, general parameters, etc.
SolverPBF
Implementation of a pbf solver
SolverSPH
Implementation of a weakly compressible sph solver.
Kernel
Table
Precomputed lookup tables for the cubic spline as well as adhesion and cohesion kernels based on smoothing Length of the corresponding ParticleSystem.
1
Namespace contains weight and gradient functions for different kernels.