Particle Finder Find ID **Find Dimentional Interval Number** Handler **Find Boundary** For every Dimension: (max -Struct Array that has the length of Cell Number and includes an empty linked list of particle indices. min) / Radius Return int Array[3] Send Send particleIndice, Send vector3 bounds and and bounds radius and radius distance For every Dimension: (particle - bound) / Radius For every Dimension:
Is particle out of boundaries? Return int Array[3] Particle>Boundary Particle<Boundary Struct int Vec3[]; particleIndice; Bounds; Struct float radius; float Bounds; Particle=min Particle=max int distance radius; of boundary of boundary Set min&max of inside cell Return inside cell