```
QGLWidget
    OpenGLWidget
m cubeVAO

    m fluidSimProps

    m SPHEngines

    m fluidShaders

 m currentTime
 m text
 m cam
m modelMatrix
m normalMatrix

    m mouseGlobalTX

and 10 more...
+ OpenGLWidget()
+ ~OpenGLWidget()
+ initializeGL()
+ paintGL()
+ resizeGL()
+ kevPressEvent()
+ mouseMoveEvent()
+ mouseReleaseEvent()
+ mousePressEvent()
+ wheelEvent()
+ timerEvent()
+ setSimPosition()
+ addFluidSim()
+ loadCubeMap()
+ setParticleSize()
+ setParticleThickness()
+ setBlurFalloff()
+ setBlurRadius()
+ setRafractionRatio()
+ setFresnalPower()
+ playToggle()
and 14 more...
```