SimpleCuboidCollisionObject

+ p1
+ p2
+ restitution

+ collide()

-m_dCollisionObjectBuffer

SPHEngine

- m_resizeHashPending
- m_addParticlesPending
- m_numParticlesToAdd
- m_spawnParticlesPos
- m_spawnBoxSize
- m_resetPending
- m_updating
- m_maxGridDim
- m_maxNumSamples
- m_numCollisionObjects
and 23 more...

+ SPHEngine()
+ ~SPHEngine()
+ init()
+ update()
+ drawArrays()
+ getGridSize()
+ getPositionBuffer()
+ setDesity()
+ getDensity()
+ setParticleMass()
and 17 more...
- signalResizeHashTable()
- resizeHashTable()
- addParticles()
- resetSimulation()
- calcKernalConsts()