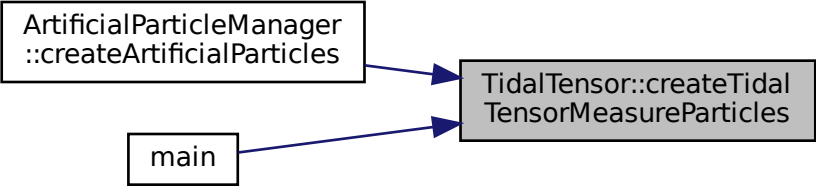


ArtificialParticleManager
::createArtificialParticles

main

TidalTensor::createTidal
TensorMeasureParticles



```
graph LR; A[ArtificialParticleManager::createArtificialParticles] --> C[TidalTensor::createTidalTensorMeasureParticles]; B[main] --> C; style C fill:#d3d3d3
```