r3::IParticleForceGenerator

+ ~IParticleForceGenerator()
+ updateForce()
# IParticleForceGenerator()

△

r3::ParticleBuoyancy

m_maxDepth
m_volume
m_liquidHeight
m_liquidDensity
m_gravity

+ ParticleBuoyancy()
+ ~ParticleBuoyancy()
+ updateForce()
+ getMaxDepth()
+ setMaxDepth()
+ getVolume()
+ setVolume()
+ getLiquidHeight()
+ setLiquidHeight()
+ getLiquidDensity()
+ setLiquidDensity()
+ getGravity()
+ setGravity()