ParticleRenderer

m_pos
m_numParticles
m_pointSize
m_particleRadius
m_fov
m_window_w
m_window_h
zoom
m_program
m_vbo
m_colorVBO

+ ParticleRenderer()
+ ~ParticleRenderer()
+ setPositions()
+ setVertexBuffer()
+ setColorBuffer()
+ display()
+ displayGrid()
+ setPointSize()
+ setParticleRadius()
+ setFOV()
+ setWindowSize()
# _initGL()
# _drawPoints()
# _compileProgram()