

## ParticleRenderer

```
# m_pos  
# m_numParticles  
# m_pointSize  
# m_particleRadius  
# m_fov  
# m_window_w  
# m_window_h  
# m_program  
# m_vbo  
# m_colorVBO
```

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