SimParams

+ colliderPos
+ colliderRadius
+ gravity
+ globalDamping
+ particleRadius
+ gridSize
+ numCells
+ worldOrigin
+ cellSize
+ numBodies
i 7 więcej…

#m_params

ParticleSystem

m_bInitialized
m_bUseOpenGL
m_numParticles
m_hPos
m_hVel
m_hParticleHash
m_hCellStart
m_hCellEnd
m_dPos
m_dVel
i 17 więcej…

+ ParticleSystem()
+ ~ParticleSystem()
+ update()
+ reset()
+ getArray()
+ setArray()
+ getNumParticles()
+ getCurrentReadBuffer()
+ getColorBuffer()
+ getCudaPosVBO()
i 19 więcej…
ParticleSystem()
createVBO()
_initialize()
_finalize()
initGrid()