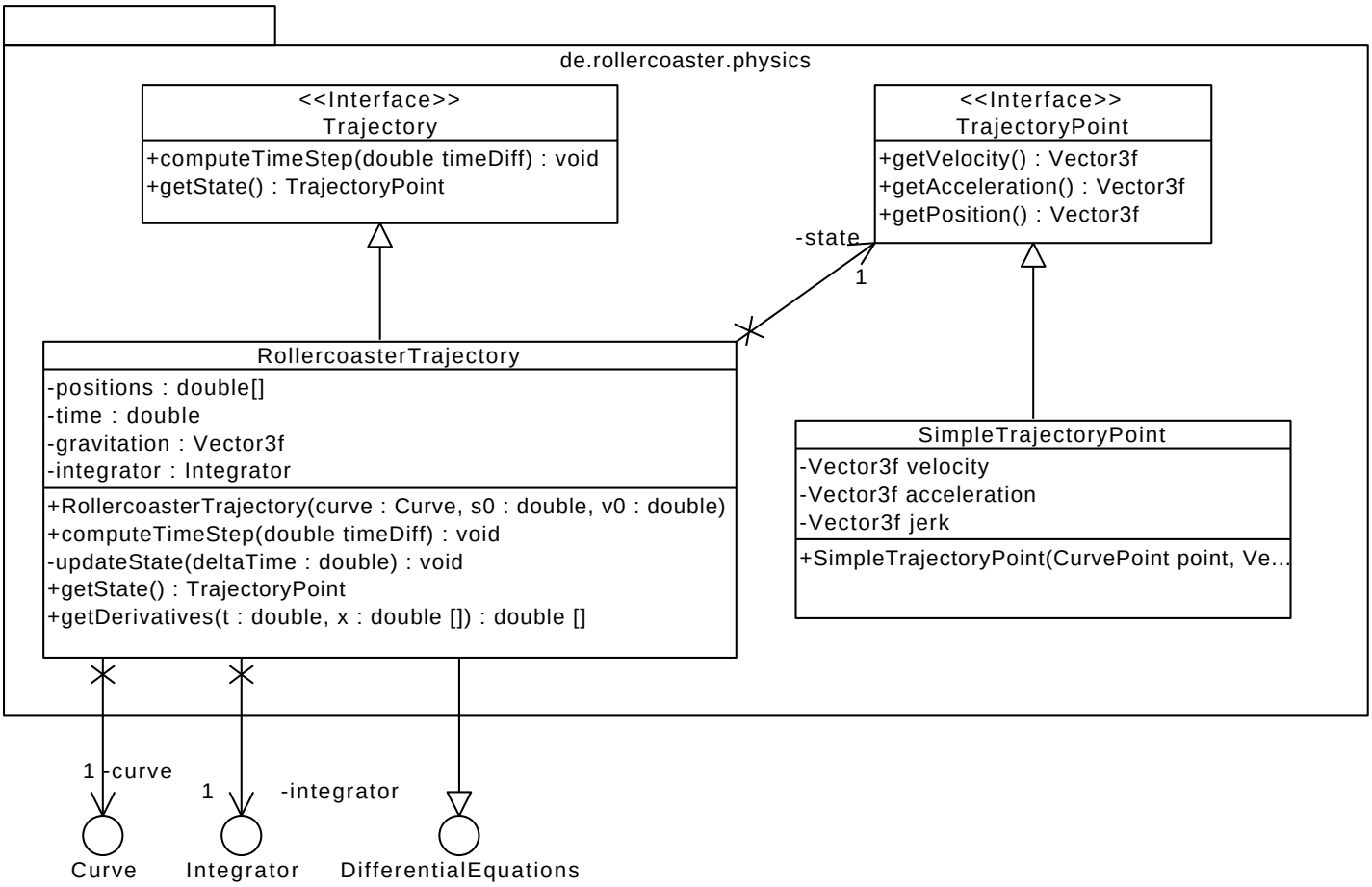
de.rollercoaster.physics
<<Interface>>
Trajectory
+computeTimeStep(double timeDiff) : void
+getState() : TrajectoryPoint
<<Interface>>
TrajectoryPoint
+getVelocity() : Vector3f
+getAcceleration() : Vector3f
+getPosition() : Vector3f
-state
1
RollercoasterTrajectory
-positions : double[]
-time : double
-gravitation : Vector3f
-integrator : Integrator
+RollercoasterTrajectory(curve : Curve, s0 : double, v0 : double)
+computeTimeStep(double timeDiff) : void
-updateState(deltaTime : double) : void
+getState() : TrajectoryPoint
+getDerivatives(t : double, x : double []) : double []
SimpleTrajectoryPoint
-Vector3f velocity
-Vector3f acceleration
-Vector3f jerk
+SimpleTrajectoryPoint(CurvePoint point, Ve...
1
-curve
1
-integrator
Curve
Integrator
DifferentialEquations