Howdy!

You might be wondering what my code does:

sceneBuilder.js
setupGeometries()
initializes lights and anything to be rendered
setupData()
initializes faces, struts, etc
mainLoop
mostly just called render
render
calls integration the appropriate number of times and then outputs to screen

particles.js
//this poorly named files does everything else
rungeKutta()
despite what the name says, it also handles euler integration!
force
in theory does a lot, but actually just applies gravity
calculateStateDynamics
a humble function that handles everything from spring forces, to torsion, to constructing all derivative arrays. In a just world is would be chopped up quite a bit
detectCollisions
allegedly detects collisions. Does a good job on edge/edge, but whatever reason when using RungeKutta fails for vertex point quite often. Using euler, however, vertex-face works as expected
basicDetectVertexFace
first pass
fullDetect” “
the fun in plane checking implemented in the particle assignment