

struct Agent_

uint id_;

__global AgentNeighbor* agentNeighbors_;

__global Line* orcaLines_;

__global Line* projLines_;

Vector2 position_;

Vector2 velocity_;

Vector2 prefVelocity_;

Vector2 newVelocity_;

uint numAgentNeighbors_;

uint numOrcaLines_;

uint numObstacleNeighbors_;

uint maxObstacleNeighbors_;

float maxSpeed_;

uint maxNeighbors_;

float radius_;

float timeHorizon_;

float timeHorizonObst_;

float neighborDist_;

DEVICE

_kernel computeNewVelocity()

computeAgentNeighbors()

_kernel update()

AgentNeighbor* agentNeighbors_

Line* orcaLines_

Line* projLines_

Legend

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Pointer

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Access Operation