## osea::ofreq::oFreqCore # OutLog # seaout # ErrLog # seaerr + oFreqCore() + ~oFreqCore() # setOutLog() # setErrLog() # writeLog() # writeError() osea::ofreq::EquationofMotion # argcount # argvalue # pName # pDescription # pCurVar # pCurOrd # pBod # undef Arg + Equation of Motion() + Equation of Motion() + Equation of Motion() + ~ Equation of Motion() + Evaluate() + set DataIndex() + get Dat aIndex() + ref Dat aIndex() + setArguments() + ref Name() + set Name() + ref Description() + set Description() + set DebugData() # setFormula() # Kronecker() # Ddt() # ForceActive\_hydro() # ForceActive\_user() # ForceReact\_hydro() # ForceReact\_user() # ForceCross\_hydro() # ForceCross\_user() # ForceMass() and 57 more... osea::ofreq::EqnRotation osea::ofreq::EqnTranslation + EqnRotation() + EqnTranslation() + EqnRotation() + EqnTranslation() + EqnRotation() + EqnTranslation() + ~EqnRotation() + ~EqnTranslation() # setFormula() # setFormula() # Func1() # Func2() # Func3() # Func4() # Func5() # Func6() # Func7() # Func8() # Func9() and 41 more... and 41 more...

# Func1()

# Func2()

# Func3()

# Func4()

# Func5() # Func6()

# Func7()

# Func8()

# Func9()