osea::ofreq::oFreqCore + logStd + logErr + logMon # SLASH # GRAVITY #PI + oFreqCore() + ~oFreqCore() Д osea::ofreq::EquationofMotion # argcount # argvalue # pName # pDescription # pCurVar # pCurOrd # pBod # undefArg + EquationofMotion() + EquationofMotion() + EquationofMotion() + ~EquationofMotion() + Evaluate() + setDataIndex() + getDataIndex() + refDataIndex() + setArguments() + refName() + setName() + refDescription() + setDescription() + setDebugData() # setFormula() # Kronecker() # Ddt() # ForceActive_hydro() # ForceActive_user() # ForceReact_hydro() # ForceReact_user() # ForceCross_hydro() # ForceCross_user() # ForceMass() and 61 more.. osea::ofreq::EqnRotation osea::ofreq::EqnTranslation + EqnRotation() + EqnTranslation() + EqnRotation() + EqnTranslation() + EqnRotation() + EqnTranslation() + ~EqnTranslation() + ~EqnRotation() # setFormula() # setFormula() # Func1() # Func1() # Func2() # Func2() # Func3() # Func3() # Func4() # Func4() # Func5() # Func5() # Func6() # Func6() # Func7() # Func7() # Func8() # Func8() # Func9() # Func9() and 41 more... and 41 more...