MonoBehaviour C2M2.OIT.Interaction.Particle SystemController + numberOfParticles + particleSize + maxValues + minValues + isoquantHigh + isoquantLow particles particlesUpdated particleSys particleSysRend particleTextData particleHandleController newPositions newColors particleNumberChangeHolder particleSizeChangeHolder maxValueHolder minValueHolder isoquantHighHolder - isoquantLowHolder + UpdateParticles() + UpdateParticleSize() Start()

Update()