MonoBehaviour

C2M2.OIT.Visualization.Particle SystemAsciiDataReader

+ assets + RoomObject

+ reduceBy + dataSetList

+ colorFloatMax + colorFloatMin

assetStringcurrentLine

- sR - currentLineSplit

currentLineSplitbackupdataSetList

+ InitializeParticleData()
- InitializeInformationLists()

CreateStringReader()CloseStringReader()