```
┌─────────────────────────┐
│     MonoBehaviour       │
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```

C2M2.OIT.Visualization.Particle SystemAsciiDataReader

- + assets
- + RoomObject
- + reduceBy
- + dataSetList
- + colorFloatMax
- + colorFloatMin
- - assetString
- - currentLine
- - sR
- - currentLineSplit
- - backupdataSetList

- + InitializeParticleData()
- - InitializeInformationLists()
- - CreateStringReader()
- - CloseStringReader()

C2M2.OIT.Interaction.Particle FieldHandleController

- + xMinMarker
- + xMaxMarker
- + yMinMarker
- + yMaxMarker
- + zMinMarker
- + zMaxMarker
- + xMinCollider
- + xMaxCollider
- + yMinCollider
- + yMaxCollider
- + zMinCollider
- + zMaxCollider
- - minVector
- - maxVector

- + UpdateHandlePositions()
- + GetMinVector()
- + GetMaxVector()
- - Update()

-particleTextData   -particleHandleController

C2M2.OIT.Interaction.Particle SystemController

- + numberOfParticles
- + particleSize
- + maxValues
- + minValues
- + isoquantHigh
- + isoquantLow
- - particles
- - particlesUpdated
- - particleSys
- - particleSysRend
- - newPositions
- - newColors
- - particleNumberChangeHolder
- - particleSizeChangeHolder
- - maxValueHolder
- - minValueHolder
- - isoquantHighHolder
- - isoquantLowHolder

- + UpdateParticles()
- + UpdateParticleSize()
- - Start()
- - Update()