## MonoBehaviour C2M2.Simulation.ObjectManager + gradient + vtuManager + meshInfo + diffusionManager - Awake() #objectManager C2M2.Simulation.Simulation DiffuseReact + adaptStepsPerSec + idealRenderFPS + stepsPerSec + simulationConditions + playState + paused + started + hasChanged # max # min # allowOutsideChanges # pauseStartTime # pauseTime # newUnpause # simulationRoutine + Initialize() + StartSimulation() + StopSimulation() + ChangeValues()

# Initialize()
# Solve()

- Update()

# ApplyChanges()

SolveWrapper()AdaptStepsPerSec()