

Simulation< Vector3
[], Transform[], VRRaycastable
Colliders, VRGrabbableColliders >

+ dryRun
 + startOnAwake
 + viz
 # mutex
 - solveThread

+ GetValues()
 + Initialize()
 + Update()
 + StartSimulation()
 + StopSimulation()
 # BuildVisualization()
 # UpdateVisualization()
 # Solve()
 # PreSolve()
 # OnAwakePre()
 # OnAwakePost()
 # OnStart()
 # OnUpdate()
 # OnPause()
 # OnQuit()
 - OnApplicationPause()
 - OnApplicationQuit()

static

PositionFieldSimulation

OnAwakePost()
 # UpdateVisualization()
 # UpdateVisChild()

C2M2.MolecularDynamics.Simulation.
MDSimulation.Vector3Int

+ x
 + y
 + z

+ Vector3Int()

C2M2.MolecularDynamics.Simulation.
BondRenderer

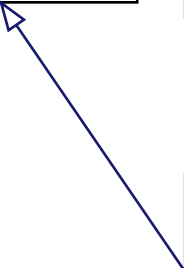
+ renderer
 + a
 + b
 + maxLength

+ BondRenderer()
 + Update()

C2M2.MolecularDynamics.Simulation.
MDSimulation

+ pdbPath
 + psfPath
 + radius
 + shaderName
 + atomColors
 + bondMaterial
 + maxBondLength
 + methodType
 + timestepCount
 + timestepSize
 + gamma
 + boxLengthX
 + boxLengthY
 + boxLengthZ
 # c
 # particleLookup
 # coord
 # vel
 # r
 # bonds
 # angles
 # mass
 # types
 # bond_topo
 - path
 - shader

BuildVisualization()
 # UpdateVisChild()
 - ReadData()
 - gjI()
 - gjII()
 - gjIII()



+zero

#pbcFlag

-bondRenderers