Simulation< double
[], Mesh, VRRaycastableMesh,
VRGrabbableMesh >
+ dryRun
+ startOnAwake
+ viz
# mutex
- solveThread
+ GetValues()
+ Initialize()
+ Update()
+ StartSimulation()
+ StopSimulation()
# BuildVisualization()
# UpdateVisualization()
# Solve()
# PreSolve()
# OnAwakePre()
# OnAwakePost()
# OnStart()
# OnUpdate()
# OnPause()
# OnQuit()
- OnApplicationPause()
- OnApplicationQuit()
MeshSimulation
+ gradient
+ extremaMethod
+ globalMax
+ globalMin
+ rulerInitPos
+ rulerInitRot
+ colorLUT
+ VisualMesh
+ ColliderMesh
- visualMesh
- colliderMesh
- mf
- mr
UpdateVisualization()
OnAwakePost()
- UpdateVisualization()
C2M2.NeuronalDynamics.Simulation.
NDSimulation
+ visualize1D
+ color1D
+ lineWidth1D
+ vrnFileName
+ hitValue
+ clamps
+ VisualInflation
+ ColliderInflation
+ RefinementLevel
+ ClampMode
+ VrnReader
+ Grid1D
+ Verts1D
+ Grid2D
+ NeuronCell
+ AverageDendriteRadius
+ Map
+ Mapping
+ Scalars3D
- visualInflation
- colliderInflation
- refinementLevel
- meshCache
- clampMode
- vrnReader
- grid1D
- grid2D
- neuronCell
- averageDendriteRadius
- map
- mapping
- raycastManager
- scalars3D
+ OnVisualInflationChangeDelegate()
+ GetValues()
+ SetValues()
+ SetValues()
+ Set1DValues()
+ Get1DValues()
+ SwitchColliderMesh()
+ SwitchMesh()
# OnAwakePre()
# OnStart()
# BuildVisualization()
- CheckMeshCache()
- UpdateGrid1D()
- Update2DGrid()
C2M2.NeuronalDynamics.Simulation.
SparseSolverTestv1
+ vstart
+ endTime
+ k
+ SomaOn
- saveMatrices
- res
- cap
- gk
- gna
- gl
- ek
- ena
- el
- ni
and 7 more...
+ GetSimulationTime()
+ Get1DValues()
+ Set1DValues()
+ makeSparseStencils()
# PreSolve()
# Solve()
- InitializeNeuronCell()
- reactF()
- fN()
- fM()
- fH()
- an()
- bn()
- am()
- bm()
- ah()
- bh()