

```
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()
```



```
C2M2.Simulation.Position  
FieldSimulation
```

```
# OnAwakePost()  
# UpdateVisualization()  
# UpdateVisChild()
```