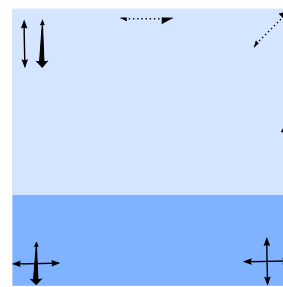
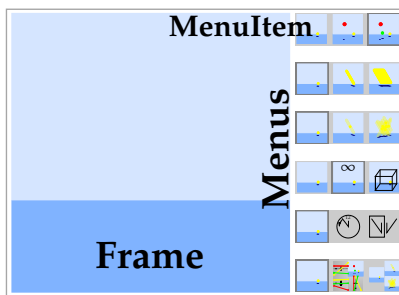


AA App Classes/Variables/Methods

Canvas



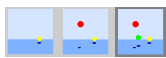
Rotations

yz
xz, xy
doRotations()

Boosts

tx, tz
ty
doBoosts()

Menus



Particles

low, medium, high
getParticles(), setParticles()



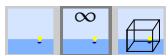
Parameters

point, string, membrane, [solid]
getParameters(), setParameters()



Fields

classic, qm, qft
getFields(), setFields()



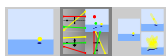
Boundaries

oneTime, cyclic, box
getBoundaries(), setBoundaries()



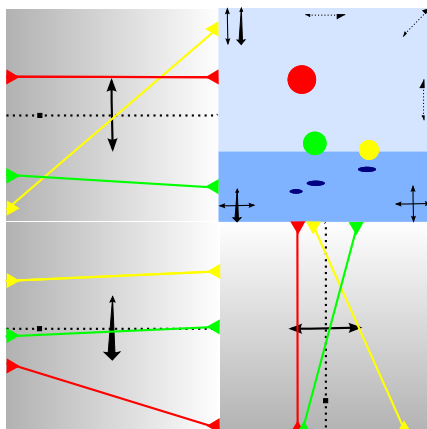
Symmetries

identity, timeReflection, spaceReflection, [U1, SU2]
getSymmetries(), setSymmetries()



Views

oneAnimation, complexPlanes, threeAnimations
getViews(), setViews()



Animation

drawFrame()

ComplexPlanes

ty, tz, tx

ComplexGraphs

startRatio, endRatio
setStartRatio(), setEndRatio()

Axes

timeAxes, xAxes, yAxes, zAxes
drawAxes()

Time

tick
drawTick()

Nearly all math will be done in the class: Q8
Being 8D instead of 4D is awkward, but driven
by the "eight-fold way" seen in the standard model