

Particles
void setParticles(int i)

Language
void setLanguage(String s)

Settings
-int particles
-int parameters
-int fields
-int boundaries
-int period
-int views
-int language
-bool menus
-bool fullScreen
-bool Landscape
-bool rotationModeDiscrete
-bool rotationModeContinuous
-color text
void printSettings()
void saveSettings()

Layout
implements NameGrid, NameSize
int app_height
int app_width
String orientation
boolean update
boolean? draw_background()

Parameters
void setParameters(int i)

org.processing.*
void setup()
void draw()

Fields
void setFields(int i)

Classical

QM

QFT

Boundaries
void setBoundaries(int i)

OneTime
void restart(bool b)

Periodic
void setPeriod(int iSeconds)

Spatial
boolean outOfBounds(Q8 v)

Views
void setViews(int i)

OneAnimation

ThreeAnimations

ComplexPlanes

Q8
Q8 add(Q8 v, Q8 w)
Q8 subtract(Q8 v, Q8 w)
Q8 timeReflection(Q8 v)
Q8 spaceReflection(Q8 v)
Q8 rotation(Q8 v, int d)
Q8 boost(Q8 v, float b, String x)
Q8 gamma(Q8 v, 1..15)

Color

Spacetime

Positions

Motion

interface NameGrid
Grid[] set_grid()
Grid[] grid_group()

interface NameSize
Size[] set_size()
Size[] size_group()

Boosts extends Layout
implements NameGrid, NameSize
boolean showBoostControl
Grid boost_x
Grid boost_y
Grid boost_z
Grid boost_beta_x
Grid boost_beta_y
Grid boost_beta_z
Size rotation_arrow_length
boolean showBoostControl()
boolean hideBoostControl()
float boostUp(String x/y/z)
float boostDown(String x/y/z)

Home extends Layout
implements NameGrid, NameSize
Grid home
Size home_length

show extends Layout
implements NameGrid, NameSize
Grid show_full_screen
Grid show_menu
Size control_length

Rotations extends Layout
implements NameGrid, NameSize
boolean rotationControl
int StepSize
boolean RotationDiscrete
Grid rotation_degrees_x_y
Grid rotation_degrees_x_z
Grid rotation_degrees_y_z
Grid rotation_x_y
Grid rotation_x_z
Grid rotation_y_x
Grid rotation_y_z
Grid rotation_z_x
Grid rotation_z_y
Size rotation_arrow_length
boolean showRotationControl()
boolean hideRotationControl()
int setStepSize(int i)
boolean setRotationContinuous()
boolean setRotationDiscrete()

Frame extends Layout
implements NameSize
Size frame_ground_height
Size frame_height
Size frame_sky_height
Size frame_width

Gutter extends Layout
implements NamedSizes
Size gutter_bottom
Size gutter_center
Size gutter_left
Size gutter_right
Size gutter_top

Menu extends Layout
implements NamedSize
boolean showMenus
Size menu_active_height
Size menu_active_width
Size menu_frame_height
Size menu_frame_width
Size menus_height
Size menus_width
boolean showMenus()
boolean hideMenus()

Grid
int x
int y

Size
int s