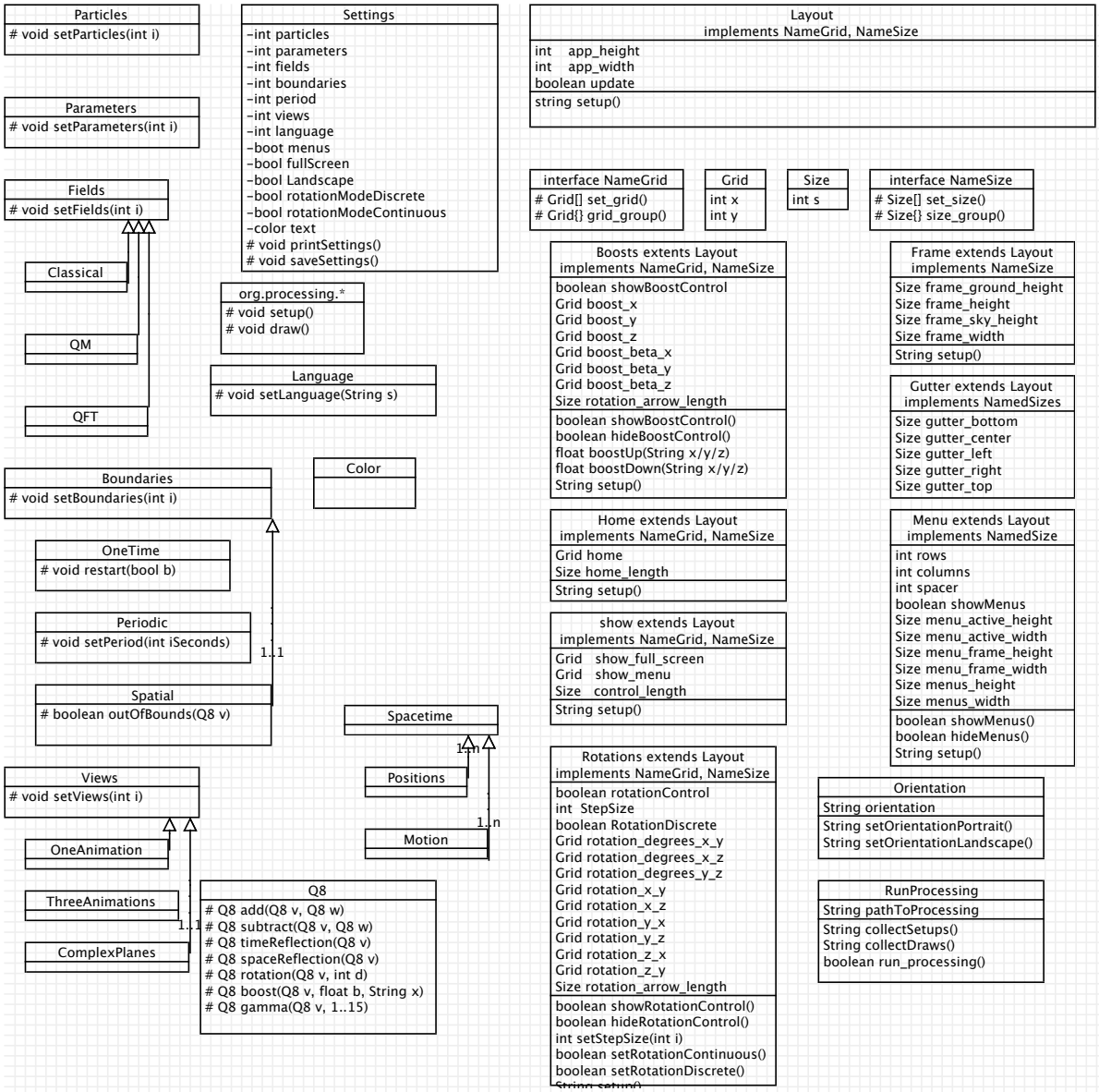
Particles
void setParticles(int i)
Parameters
void setParameters(int i)
Fields
void setFields(int i)
Classical
QM
QFT
Settings
-int particles
-int parameters
-int fields
-int boundaries
-int period
-int views
-int language
-boot menus
-bool fullScreen
-bool Landscape
-bool rotationModeDiscrete
-bool rotationModeContinuous
-color text
void printSettings()
void saveSettings()
org.processing.*
void setup()
void draw()
Language
void setLanguage(String s)
Color
Boundaries
void setBoundaries(int i)
OneTime
void restart(bool b)
Periodic
void setPeriod(int iSeconds)
1..1
Spatial
boolean outOfBounds(Q8 v)
Spacetime
1..n
Positions
1..n
Motion
Views
void setViews(int i)
OneAnimation
ThreeAnimations
1..1
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)
Layout
implements NameGrid, NameSize
int app_height
int app_width
boolean update
string setup()
interface NameGrid
Grid[] set_grid()
Grid{} grid_group()
Grid
int x
int y
Size
int s
interface NameSize
Size[] set_size()
Size{} size_group()
Boosts extents 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)
String setup()
Frame extends Layout
implements NameSize
Size frame_ground_height
Size frame_height
Size frame_sky_height
Size frame_width
String setup()
Gutter extends Layout
implements NamedSizes
Size gutter_bottom
Size gutter_center
Size gutter_left
Size gutter_right
Size gutter_top
Home extends Layout
implements NameGrid, NameSize
Grid home
Size home_length
String setup()
Menu extends Layout
implements NamedSize
int rows
int columns
int spacer
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()
String setup()
show extends Layout
implements NameGrid, NameSize
Grid show_full_screen
Grid show_menu
Size control_length
String setup()
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()
Orientation
String orientation
String setOrientationPortrait()
String setOrientationLandscape()
RunProcessing
String pathToProcessing
String collectSetups()
String collectDraws()
boolean run_processing()