

Two APIs for Engines

- **Direct API:** If your engine has an API such that you can request the next frame without the overhead of completely starting the engine up again, use this. It is more efficient.
- **Indirect API:** If your engine does not have a way to control it directly, use this. It is less efficient, because it uses the file system as an intermediary.

Direct API

- `get_next_frame()`
Generate and return the next frame.
- `current_snapshot`
Current snapshot of the simulation (the state of the engine). Implemented as `@property`.
- `start()`
What to do before each trajectory (optional)
- `stop()`
What to do after each trajectory (optional)