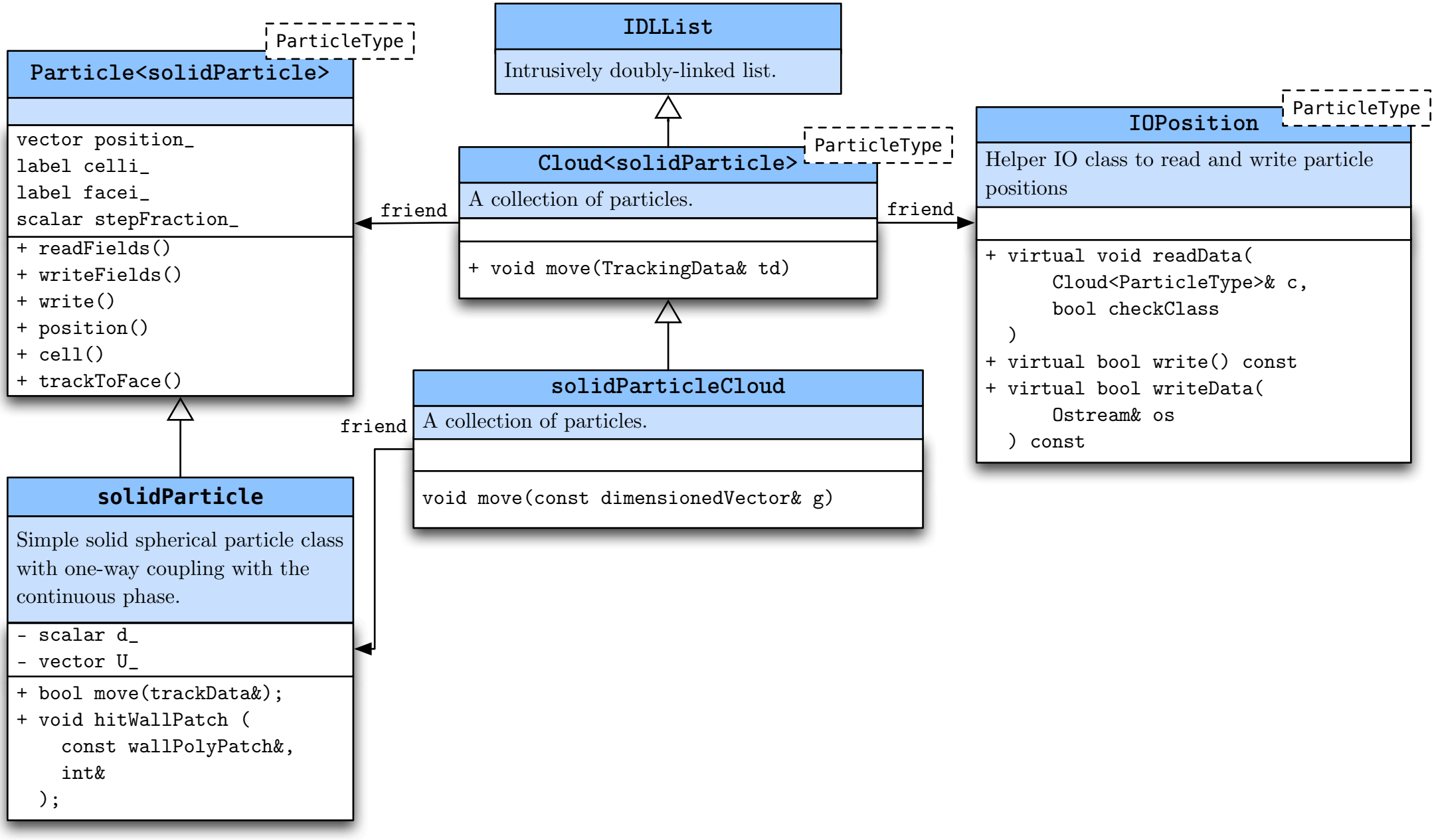
ParticleType
Particle<solidParticle>
vector position_
label celli_
label facei_
scalar stepFraction_
+ readFields()
+ writeFields()
+ write()
+ position()
+ cell()
+ trackToFace()
IDLList
Intrusively doubly-linked list.
ParticleType
Cloud<solidParticle>
A collection of particles.
+ void move(TrackingData& td)
friend
friend
ParticleType
IOPosition
Helper IO class to read and write particle positions
+ virtual void readData(
Cloud<ParticleType>& c,
bool checkClass
)
+ virtual bool write() const
+ virtual bool writeData(
Ostream& os
) const
solidParticleCloud
A collection of particles.
void move(const dimensionedVector& g)
friend
solidParticle
Simple solid spherical particle class with one-way coupling with the continuous phase.
- scalar d_
- vector U_
+ bool move(trackData&);
+ void hitWallPatch (
const wallPolyPatch&,
int&
);