

«enumeration» Mode
+GUI
+BATCH
+PERFORMANCE

«enumeration» AlgorithmType
+ALL_PAIRS
+ALL_PAIRS_SELECTIVE
+BARNES_HUT

«enumeration» MassInitType
+EQUAL
+RANDOM

«enumeration» BodyFormation
+SCATTER
+SPHERE

«enumeration» Dimension
+TWO
+THREE

«enumeration» Technology
+BASIC
+SSE
+AVX
+GPU

«struct» NBodyProperties
+mode : Mode
+algorithm : AlgorithmType
+massInit : MassInitType
+formation : BodyFormation
+dimension : Dimension
+technology : Technology
+useOpenMP : bool
+performanceRuns : unsigned int
+numBody : unsigned int
+seed : unsigned int
+massScale : unsigned int
+positionScale : unsigned int
+velocityScale : unsigned int
+startTime : float
+stepTime : float
+endTime : float
+currentTime : float
+useReferenceModel : bool
+GRAV_CONSTANT : float
+EPS2 : float
+VELOCITY_DAMPENING : float
+numNeighbours : unsigned int