

Type	Name	Description
bsim		
Class	B <code>Sim</code>	Holds all information related to a simulation e.g., boundary, etc.
Class	B <code>Sim</code> <code>Ticker</code>	Controls the main run loop, updating all dynamical processes.
Class	B <code>Sim</code> <code>Threaded</code> <code>Ticker</code>	Threaded version of a normal ticker to exploit parallel processors.
Class	B <code>Sim</code> <code>Chemical</code> <code>Field</code>	Diffusive chemical field that uses uniform discretisation of space.
Class	B <code>Sim</code> <code>Octree</code> <code>Field</code>	Chemical field that uses a mesh to define non-uniform discretisation.
Class	B <code>Sim</code> <code>Utils</code>	General functions e.g., gamma distributed random variable, etc.
bsim.particle		
Class	B <code>Sim</code> <code>Particle</code>	Fundamental autonomous entity in a simulation
Class	B <code>Sim</code> <code>Bacterium</code>	Extension of a particle to include bacterial traits.
Class	B <code>Sim</code> <code>Vesicle</code>	Extension of a particle to act as an outer membrane vesicle.
bsim.mesh		
Class	B <code>Sim</code> <code>Mesh</code>	Definition of an arbitrary surface in a simulation.
Class	B <code>Sim</code> <code>OBJ</code> <code>Mesh</code>	Extension of a mesh to allow loading of OBJ files.
Class	B <code>Sim</code> <code>Mesh</code> <code>Utils</code>	General mesh related functions e.g., nearest intersecting face.
Class	B <code>Sim</code> <code>Collision</code>	Functions to enable collision detection and repulsion.
bsim.ode		
Class	B <code>Sim</code> <code>Ode</code> <code>Solver</code>	Solvers for objects that implement the ODE system interface.
Interface	B <code>Sim</code> <code>Ode</code> <code>System</code>	Methods necessary to define arbitrary ODE based dynamics.
bsim.draw		
Class	B <code>Sim</code> <code>Drawer</code>	Template of a drawer of the simulation, provides no implementation.
Class	B <code>Sim</code> <code>P3D</code> <code>Drawer</code>	Extension of a drawer for using the Processing P3D surface.
bsim.export		
Class	B <code>Sim</code> <code>Exporter</code>	Template of an exporter, provides no implementation.
Class	B <code>Sim</code> <code>Logger</code>	Extension of an exporter to output data to text file.
Class	B <code>Sim</code> <code>Png</code> <code>Exporter</code>	Extension of an exporter to simulation to a PNG image file.
Class	B <code>Sim</code> <code>Mov</code> <code>Exporter</code>	Extension of an exporter to simulation to a Quicktime movie.