

SIMPLEST PLOT

Description

Add the script to a GameObject containing an image.

There are three types of possible plots. All variable are public and accessible directly, except from the resolution of the texture, which is accessed through *SetResolution(Vector2 NewResolution)* and *GetResolution()* Methods.

Once you have finished editing the parameters and passing the values, call *UpdatePlot()* to draw the plot.

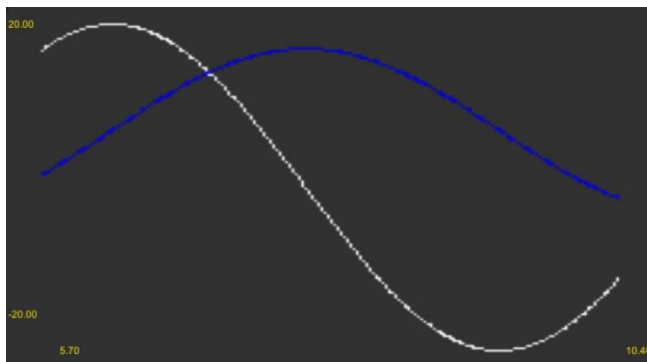
GitHub: <https://github.com/NeuralDip/SimplestPlot>

Global Variables

Some parameters are independent of the type of plot:

PlotType	MyPlotType	: Select the type of the plot.
Bool	AxesVisible	: Show-hide the Min and Max values of the axes.
int	FontSize	: The fontsize for the axes and warnings text.
Color	TextColor	: Set the text color.
Color	BackgroundColor	: Set the background Color.
bool	ShowWarnings	: Show warnings in case data are not consistent.

TimeSeries

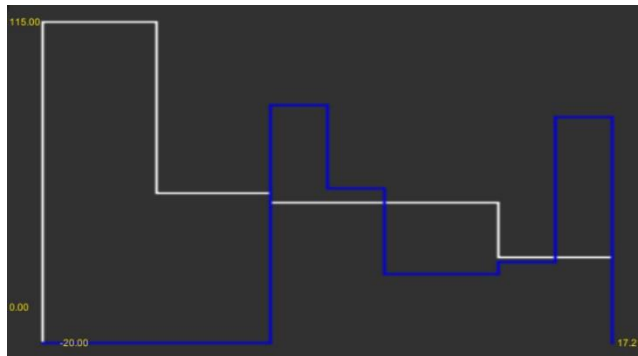


float[]	SeriesPlotX	: Array of the X values. This is optional.
List<SeriesClass>	SeriesPlotY	: List of the TimeSeries.
float[]	SeriesPlotY.YValues	: The actual YValues.

Color

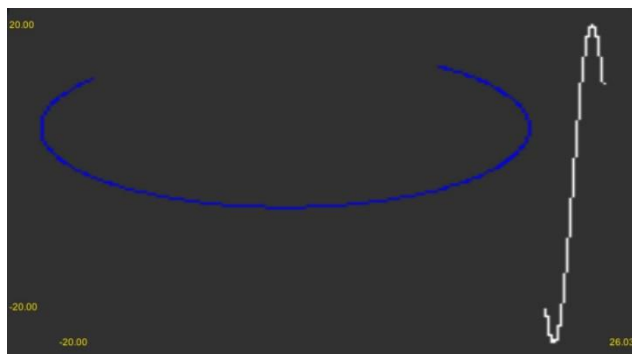
SeriesPlotY.MyColor : The color for this particular TimeSeries.

Distribution



List<DistributionClass>	DistributionPlot	: List of Distributions
float[]	DistributionPlot.Values	: Actual values for the distribution.
int	DistributionPlot.NumberOfBins	: Default = 10.
Color	DistributionPlot.MyColor	: The color for this particular Distribution.

PhaseSpace



List<PhaseSpaceClass>	PhaseSpacePlot	: List of Phase Space plots.
float[]	PhaseSpacePlot.XValues	: XValues for the Plot.
float[]	PhaseSpacePlot.YValues	: YValues for the Plot.
Color	PhaseSpacePlot.MyColor	: The color for this particular Phase Space plot.