



LineUI
Vector2 positionStart
Vector2 positionEnd
float width
Color lineColor
float rotationAngle
...



AxisUI
bool isAxisX
bool drawTickMarks
float widthTickMarks
float lengthTickMarks
GameObject linePrefab
Image labelAxis
Color colorTickMarksLabels
float scaleTickMarksLabels
float offsetTickMarksLabels
...

GridUI
GameObject linePrefab
int numberLineX
int numberLineY
float widthLines
Color colorLines
bool isVisible
List<LineUI> linesX, linesY
...

ICoordinateConverter
ConvertCoordinateToRectPosition()
ConvertRectPositionToCoordinate()



Plane
float xCoordinateMax
float yCoordinateMax
GridUI gridUI
AxisUI yAxis
AxisUI xAxis
TextMeshProUGUI currentModeText
float boundaryX
float boundaryY
...



PlaneInteractableEllipse
InteractableEllipseUI interactEllipseUI
...



LensedImagePlane
LensParameters lensParameters
SourceParameters sourceParameters
Image sourceLightMapImage
Color colorLightMap
Image lensLightMapImage
Color colorLensLightMap
Material lightMapSIE
Material lightMapSIS
...

ResidualsPlane
Image residualsMapImage
TextureResiduals computedTexture
TextureResiduals testTexture
...

ParameterImageValueDisplay
Image parameterImage
TextMeshProUGUI parameterValueText
Vector2 offsetValueFromImage
Vector2 offsetPosition
...

Profiles (static)
KappaSIE()
KappaSIS()
BrightnessSersic()

LensPlane
Color colorConvergenceMap
Image convergenceMap
bool displayConvergenceMap
Image convergenceColorScale
GameObject colorScaleOutline
bool displayConvergenceColorScale
GameObject ellipsesKappaParent
GameObject ellipsePrefab
bool displayEllipsesConvergenceMap
...

SourcePlane
float amplitude
float sersicIndex
Slider sliderAmplitude
Slider sliderSersicIndex
Color colorBrightnessMap
Image brightnessMap
bool displayBrightnessMap
Image brightnessColorScale
GameObject colorScaleOutline
bool displayBrightnessColorScale
...