

LineUI

Vector2 positionStart

Vector2 positionEnd

float width

Color lineColor

float rotationAngle

...



bool isAxisX

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bool drawTickMarks

float widthTickMarks

float lengthTickMarks

GameObject linePrefab

Image labelAxis

Color colorTickMarksLabels

float scaleTickMarksLabels

float offsetTickMarksLabels

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GridUI

GameObject linePrefab

int numberLineX

int numberLineY

float widthLines

Color colorLines

bool isVisible

List<LineUI> linesX, linesY

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CircularArcUI

float radius

float thickness

float angle

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ICoordinateConverter

ConvertCoordinateToRectPosition()



LensPlane

LensEllipseUI lensEllipseUI

float xCoordinateMax

float yCoordinateMax

GridUI gridUI

AxisUI yAxis

AxisUI xAxis

TextMeshProUGUI currentModeText

float boundaryX

float boundaryY

Image convergenceMap

bool displayConvergenceMap

GameObject ellipsesKappaParent

GameObject ellipsePrefab

bool displayEllipsesConvergenceMap

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Image parameterImage

TextMeshProUGUI parameterValueText

ParameterImageValueDisplay

Vector2 offsetValueFromImage

Vector2 offsetPosition

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