EllipseUI

Color ellipseColor

float thickness

float q

float radius

float angle

Vector2 centerPostion

RedrawEllipse()

InteractableEllipseUI

float distanceMagnetCenter

float distanceMagnetAngle

...

PointParameterUI (Abstract)

float scaleNotHover

float scaleHover

RectTransform rectTransform

Vector2 positionRect

SetScaleHover()

SetScaleNotHover()

TriggerParameterChanged()

(abstract) OnBeginDrag()

(abstract) OnDrag()

(abstract) OnEndDrag()

CursorManager

Texture2D handCursor

Vector2 hotspot

OnPointerEnter()

OnPointerExit()

CursorManagerPoint

PointParameterUI pointParameterUI

bool isDragging

(override) OnPointerEnter()

(override) OnPointerExit()

OnBeginDrag()

OnDrag()

OnEndDrag()

AnglePointUI

...

(override) OnBeginDrag()

(override) OnDrag()

(override) OnEndDrag()

CenterPointUI

...

(override) OnBeginDrag()

(override) OnDrag()

(override) OnEndDrag()

EinsteinPointUI

...

(override) OnBeginDrag()

(override) OnDrag()

(override) OnEndDrag()

QPointUI

...

(override) OnBeginDrag()

(override) OnDrag()

(override) OnEndDrag()

LineUI

Vector2 positionStart

Vector2 positionEnd

float width

Color lineColor

float rotationAngle

...

GridUI

GameObject linePrefab

int numberLineX

int numberLineY

float widthLines

Color colorLines

bool isVisible

List<LineUI> linesX, linesY

...

ICoordinateConverter

ConvertCoordinateToRectPosition()

ConvertRectPositionToCoordinate()

ParameterImageValueDisplay

Image parameterImage

TextMeshProUGUI parameterValueText

Vector2 offsetValueFromImage

Vector2 offsetPosition

...

Plane

float xCoordinateMax

float yCoordinateMax

GridUI gridUI

AxisUI yAxis

AxisUI xAxis

TextMeshProUGUI currentModeText

float boundaryX

float boundaryY

...

Profiles (static)

KappaSIE()

KappaSIS()

BrightnessSersic()

AxisUI

bool isAxisX

bool drawTickMarks

float widthTickMarks

float lengthTickMarks

GameObject linePrefab

Image labelAxis

Color colorTickMarksLabels

float scaleTickMarksLabels

float offsetTickMarksLabels

...

CircularArcUI

float radius

float thickness

float angle

...

PlaneInteractableEllipse

InteractableEllipseUI interactEllipseUI

...

LensedImagePlane

LensParameters lensParameters

SourceParameters sourceParameters

Image sourceLightMapImage

Color colorLightMap

Image lensLightMapImage

Color colorLensLightMap

Material lightMapSIE

Material lightMapSIS

...

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

...