view - defaultView customDefaultView - dragging - dragStart mousePosition_WmousePosition_G - pixelPos - metersPerCell and 6 more... + ViewController() + handleEvent() + applyView() + reset() + zoomController() + drawGrid() + drawAxes() + windowMousePosition() + getMetersPerCell() + getPixelsPerMeter() and 7 more... -controller -controller LiveMap - gridSize GridMap gridResolution - gridSize posX - gridResolution posY - posX - grid - posY originSet - grid - originX originY + GridMap() isLivemodeActive + getRealX() + LiveMap() + getRealY() + getCellIndexX() + addPoint() + getCellIndexY() + setPoints() + addPoints() + clearPoints() + setPoints() + clearGrid() + clearPoints() + xy2Grid() + fillGrid() + setStart() + setGoal() + getGrid() and 8 more... + updateGridFromPoints() + drawLiveMap() and 6 more.. -gridmap -livemap RightClickMapMenu gui container panel start - goal - clear - clearView visible worldXY_copygridIndex_copy startIndex goalIndex isGoalActive - isStartActive + RightClickMapMenu() + setupWidgets() + show() + hide() + setVisible() + isVisible() + connectSignals() + containsPoint() + isSet()

ViewController

window