ViewController

- window
- view
- defaultView
- customDefaultView
- dragging
- dragStart
- mousePosition_W
- mousePosition_G
- pixelPos
- metersPerCell
and 6 more...

+ ViewController()
+ handleEvent()
+ applyView()
+ reset()
+ zoomController()
+ drawGrid()
+ drawAxes()
+ windowMousePosition()
+ getMetersPerCell()
+ getPixelsPerMeter()
and 7 more...

-controller

LiveMap

- gridSize
- gridResolution
- posX
- posY
- grid
- originSet
- originX
- originY
- isLivemodeActive

+ LiveMap()
+ addPoint()
+ setPoints()
+ clearPoints()
+ clearGrid()
+ xy2Grid()
+ fillGrid()
+ getGrid()
+ updateGridFromPoints()
+ drawLiveMap()
+ setActive()
+ getIsActive()
+ setStart()
+ setGoal()