VisualizerPanel

- DISPLAY_3D: int
- DISPLAY_2D: int
- DISPLAY_BOTH: int
- set_display_mode(mode: int): void

VisualizerController

- live_update_2D(): void
- show_projection_vector_3D(): void
- follow_camera_projection_2D(): void
- set_options_3D(): void
- refresh_2D(): void