

ServerInterfacePanel

- get_load_curve_name(): string
- get_save_curve_name(): string
- get_screenshot_name(): string
- get_load_animation_name(): string
- get_save_animation_name(): string

ServerInterfaceController

- handle_load_curve(): void
- handle_save_curve(): void
- handle_save_screenshot(): void
- handle_load_animation(): void
- handle_save_animation(): void
- handle_refresh(): void

