SoundVisualAssets

- + VisualSprite
- + XVisualDistanceFromCenter
- + YVisualDistanceFromCenter
- + XSize
- + YSize
- + VisualAngle
- + VisualAngleBuffer
- + ActiveTime
- + BufferTime
- + ObjectImage
- + RectImage
- + ComponentImage
- + currentTime

+VisualizerDynamicPart +VisualizerStaticPart

SoundVisualizer

- + canvas
- + visualizerName
- + LastKnownSoundPoint
- + ApplyTime()
- + ApplySpecificTime()