Grid shader:

X_LENGTH – nº of horizontal divs

Y_LENGTH – nº of vertical divs

vPosition – canvas' edge vértices needed to draw the grid

Wave shader:

PI - π

MAX_SAMPLES – max nº of vertices to draw

X_DIVS - nº of horizontal divs

VOLT_DIVS - nº of vertical divs

WAVE_AMPLITUDE – simple wave amplitude (in volts)

vSampleTime – sample time number (ranges from 0.0 to 9999.0)

xWavesToCompose – number of simple waves to compose and determine x (only used in xyMode)

yWavesToCompose – number of simple waves to compose and determine y

xFrequencies – frequencies (in Hz) of the simple waves to compose and determine x (only used in xyMode)

yFrequencies – frequencies (in Hz) of the simple waves to compose and determine y

yScale - Volts/DIV

xScale - s/DIV

xPhases - phases (in radians) of the simple waves to compose and determine x (only used in xyMode)

yPhases - phases (in radians) of the simple waves to compose and determine y

xyMode – true if xyMode is enabled, false otherwise

horizontalDisplacement – displacement in viewport normalized units

verticalDisplacement – displacement in viewport normalized units