```
Optimum.SublayerFacility
+ nameOfOverlay
+ listWithFacility
+ iconOfOverlay
+ overlay
+ SublayerFacility()
+ SublayerFacility()

    sublayerFacility

Optimum.RenderFacility
```

modeHoveTextFacility

_InitializationMarkersFacility()ChangeInfoTextFacility()

+ RenderFacility() + SetMode() + DrawFacility() + ClearFacility()