```
+ ~IRenderObject()
   + update()
   + draw()
   + timer()
   + key()
   + specialkey()
   + mouse()
   + IsVisible()
   + IsVisible()
   + IsInitialized()
                    sfs_visualizer::RenderObject
Base< TYPE >
                   # _zeilenabstand
# bIsInitialized

    _bIsVisble

                    _bLightOn
                    - _bAlphaBlendOn
                    + RenderObjectBase()
                    + ~RenderObjectBase()
                    + IsVisible()
                    + IsVisible()
                    + IsInitialized()
                    + update()
                    + draw()
                    + key()
                    + specialkey()
                    + mouse()
                    + timer()
                    + rotateTranslate()
                    + checkGLErrors()
                    # draw_impl()
                    # drawBitmapText()
                    # random()
                    # toggleLightning()
                    # toggleAlphaBlending()
                          < FieldViewerBase >
sfs_visualizer::RenderObject
 Base < Field Viewer Base >
# _zeilenabstand
# _bIsInitialized
- _bIsVisble

    _bLightOn

- _bAlphaBlendOn
+ RenderObjectBase()
+ ~RenderObjectBase()
                                      sfs_visualizer::InfoProvider
+ IsVisible()
+ IsVisible()
+ IsInitialized()
+ update()
                                      + InfoProvider()
+ draw()
                                      + ~InfoProvider()
                                      + Info()
+ key()
+ specialkey()
+ mouse()
+ timer()
+ rotateTranslate()
+ checkGLErrors()
# draw_impl()
# drawBitmapText()
# random()
# toggleLightning()
# toggleAlphaBlending()
                          sfs_visualizer::FieldViewerBase
                          # _info
                          # _textures
                          # z
                          # _fragmentShader
# _vertexShader
                          # _currenttexture
                          # _alphablendfunction
                          # _alphablendmode
                          # _alphat
# WIDTH
                             alphatest
                          and 9 more...

    oldnSlizes

                          + FieldViewerBase()
                          + ~FieldViewerBase()
                          + key()
                          + timer()
                          + Info()
                          + IsVisible()
                          # draw_impl()
                          # newTexture()
                          # initProperties()
                          # addQuadslice()
                          # switchAlpha()
                          # blend()
                          # toggleRenderMode()
                          # drawBorder()
                           # initSSBO()
                          # fillSSBO()
                                             sfs_visualizer::ShaderSoundfield
                                                         ViewerGreen
         sfs_visualizer::MatlabField
                   Viewer
                                             - _left
                                               _up
         - _left
                                             - _back
          · _up
                                             - _computeShader

    _shader

    _radiusScale

        - _bInitalLoad
                                             - _bufferpointer
        - _bCutMode
                                              _bufferspeed
          _radiusScale
                                              _sampleRate

    _matlabfilesCount

                                             - _speedOfSound
                                             - _nonlinearSlicePower
         + MatlabFieldViewer()

    _cmdManager

         + ~MatlabFieldViewer()
         + update()
                                             + ShaderSoundfieldViewerGreen()
         + key()
                                             + ~ShaderSoundfieldViewerGreen()
         + mouse()
                                             + update()
         + specialkey()
                                             + key()
         + timer()
                                             + mouse()
         # draw_impl()
                                             + specialkey()
         # initProperties()
                                             + timer()
         readMatlabfile()
                                             # draw_impl()
         updateTexture()
                                             # initProperties()
         initTask()
                                             - loadColorMap()
```

loadSourcesFromCSV()

sfs_visualizer::IRenderObject