```
std::basic_string<
          char >
        std::string

    file name

SoundfieldViewer::Matlab
        FileAdapter
 mat
  matvar
 xdim
 _ydim
 zdim
 stride
  _rp
 _ip
 _vp
+ MatlabFileAdapter()
+ MatlabFileAdapter()
+ ~MatlabFileAdapter()
+ load()
+ readAt()
+ readRange()
+ readRawFloats()
+ Xdim()
+ Xdim()
+ Ydim()
+ Ydim()
+ Zdim()
+ Zdim()
+ writeTexture2Matlabfile()
+ statistics()
```