SoundfieldViewer::IRender
Object

+ ~IRenderObject()
+ update()
+ draw()
+ getIsVisible()
+ setIsVisible()
+ getIsInitialized()
+ key()
+ specialkey()
+ mouse()
+ timer()

SoundfieldViewer::Render
ObjectBase< TYPE >

_zeilenabstand
_bIsInitialized
- _bIsVisble
- _bLightOn
- _bAlphaBlendOn

+ RenderObjectBase()
+ ~RenderObjectBase()
+ getIsVisible()
+ setIsVisible()
+ getIsInitialized()
+ update()
+ draw()
+ key()
+ specialkey()
+ mouse()
+ timer()
+ rotateTranslate()
+ checkGLErrors()
# draw_impl()
# drawBitmapText()
# random()
# toggleLightning()
# toggleAlphaBlending()

< CoordinateSystem >

SoundfieldViewer::Render
ObjectBase< CoordinateSystem >

_zeilenabstand
_bIsInitialized
- _bIsVisble
- _bLightOn
- _bAlphaBlendOn

+ RenderObjectBase()
+ ~RenderObjectBase()
+ getIsVisible()
+ setIsVisible()
+ getIsInitialized()
+ update()
+ draw()
+ key()
+ specialkey()
+ mouse()
+ timer()
+ rotateTranslate()
+ checkGLErrors()
# draw_impl()
# drawBitmapText()
# random()
# toggleLightning()
# toggleAlphaBlending()

SoundfieldViewer::Coordinate
System

+ CoordinateSystem()
+ ~CoordinateSystem()
# draw_impl()