sfs_visualizer::IRenderObject

+ ~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()

< InfoOverlay >

sfs_visualizer::RenderObject
Base< InfoOverlay >

_zeilenabstand
_bIsInitialized
- _bIsVisble
- _bLightOn
- _bAlphaBlendOn

+ RenderObjectBase()
+ ~RenderObjectBase()
+ IsVisible()
+ IsVisible()
+ IsInitialized()
+ update()
+ draw()
+ key()
+ specialkey()
+ mouse()
+ timer()
+ rotateTranslate()
+ checkGLErrors()
# draw_impl()
# drawBitmapText()
# random()
# toggleLightning()
# toggleAlphaBlending()

sfs_visualizer::InfoProvider

+ InfoProvider()
+ ~InfoProvider()
+ Info()

-_oInfoProv

sfs_visualizer::InfoOverlay

+ InfoOverlay()
+ ~InfoOverlay()
+ key()
# draw_impl()