```
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()
                         < SplashScreen >
SoundfieldViewer::Render
ObjectBase< SplashScreen >
# _zeilenabstand
# _bIsInitialized
 _bIsVisble
- _bLightOn
- _bAlphaBlendOn
+ RenderObjectBase()
+ ~RenderObjectBase()
+ getIsVisible()
+ setIsVisible()
+ getIsInitialized()
+ update()
+ draw()
+ key()
+ specialkey()
+ mouse()
+ timer()
+ rotateTranslate()
+ checkGLErrors()
```

SoundfieldViewer::Splash Screen

- _wavefieldView

_fadeout

+ SplashScreen() + ~SplashScreen() + key()

+ timer() # draw_impl()

draw_impl()
drawBitmapText()

random()
toggleLightning()
toggleAlphaBlending()