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()

-_wavefieldView

< SplashScreen >

sfs_visualizer::RenderObject Base< SplashScreen >

\# _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::SplashScreen

- _texID
- _fadeout

+ SplashScreen()
+ ~SplashScreen()
+ key()
+ timer()
\# draw_impl()