```
sfs_visualizer::IRenderObject
   + ~IRenderObject()
   + update()
   + draw()
   + timer()
   + key()
   + specialkey()
   + mouse()
   + IsVisible()
   + IsVisible()
   + IsInitialized()
                    sfs_visualizer::RenderObject
Base< TYPE >
                       zeilenabstand
                    # _zeiienabstan
# _bIsInitialized
                      _bIsVisble
                     _bLightOn
                       _bAlphaBlendOn
                    + RenderObjectBase()
                    + ~RenderObjectBase()
                    + IsVisible()
                    + IsVisible()
                    + IsInitialized()
                    + update()
                    + draw()
                    + key()
                    + specialkey()
                    + mouse()
                    + timer()
                    + rotateTranslate()
                    + checkGLErrors()
                    # draw_impl()
                    # drawBitmapText()
                    # random()
                    # toggleLightning()
                    # toggleAlphaBlending()
                          < 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()
```

sfs_visualizer::SplashScreen
- _texID
- _fadeout

Д

+ SplashScreen() + ~SplashScreen()

wavefieldView

+ key() + timer()

random() # toggleLightning() # toggleAlphaBlending()

draw_impl()