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()

< FieldViewerBase >

sfs_visualizer::RenderObject Base< FieldViewerBase >

_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()

sfs_visualizer::FieldViewerBase

_info
_textures
z
_fragmentShader
_vertexShader
_currenttexture
_alphablendfunction
_alphablendmode
_alphatest
WIDTH
and 9 more...
- _oldnSlizes

+ FieldViewerBase()
+ ~FieldViewerBase()
+ key()
+ timer()
+ Info()
+ IsVisible()
# draw_impl()
# newTexture()
# initProperties()
# addQuadslice()
# switchAlpha()
# blend()
# toggleRenderMode()
# drawBorder()
# initSSBO()
# fillSSBO()

sfs_visualizer::MatlabField Viewer

- _left
- _up
- _shader
- _bInitalLoad
- _bCutMode
- _radiusScale
- _matlabfilesCount

+ MatlabFieldViewer()
+ ~MatlabFieldViewer()
+ update()
+ key()
+ mouse()
+ specialkey()
+ timer()
# draw_impl()
# initProperties()
- readMatlabfile()
- updateTexture()
- initTask()